THE OFFICIAL MONTHLY MAGAZINE - APRIL 1996

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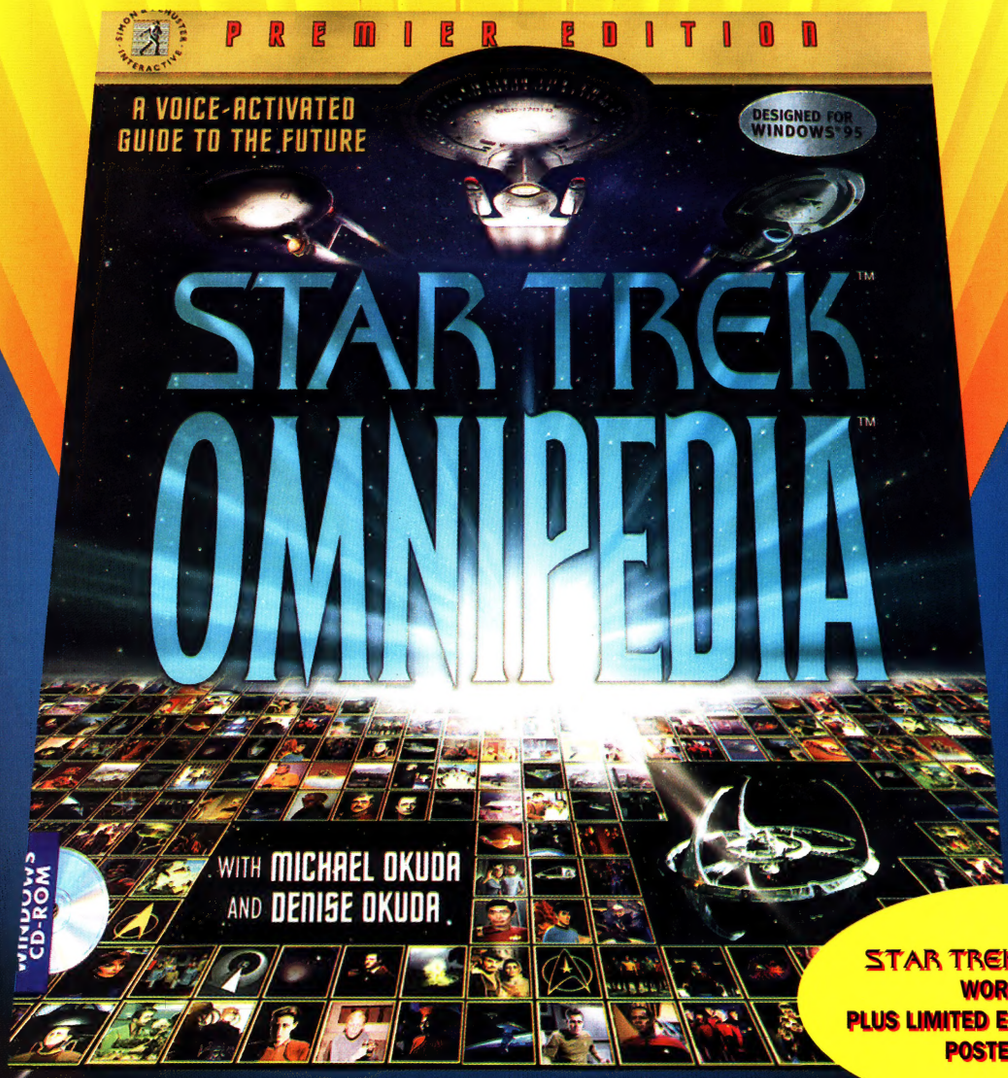

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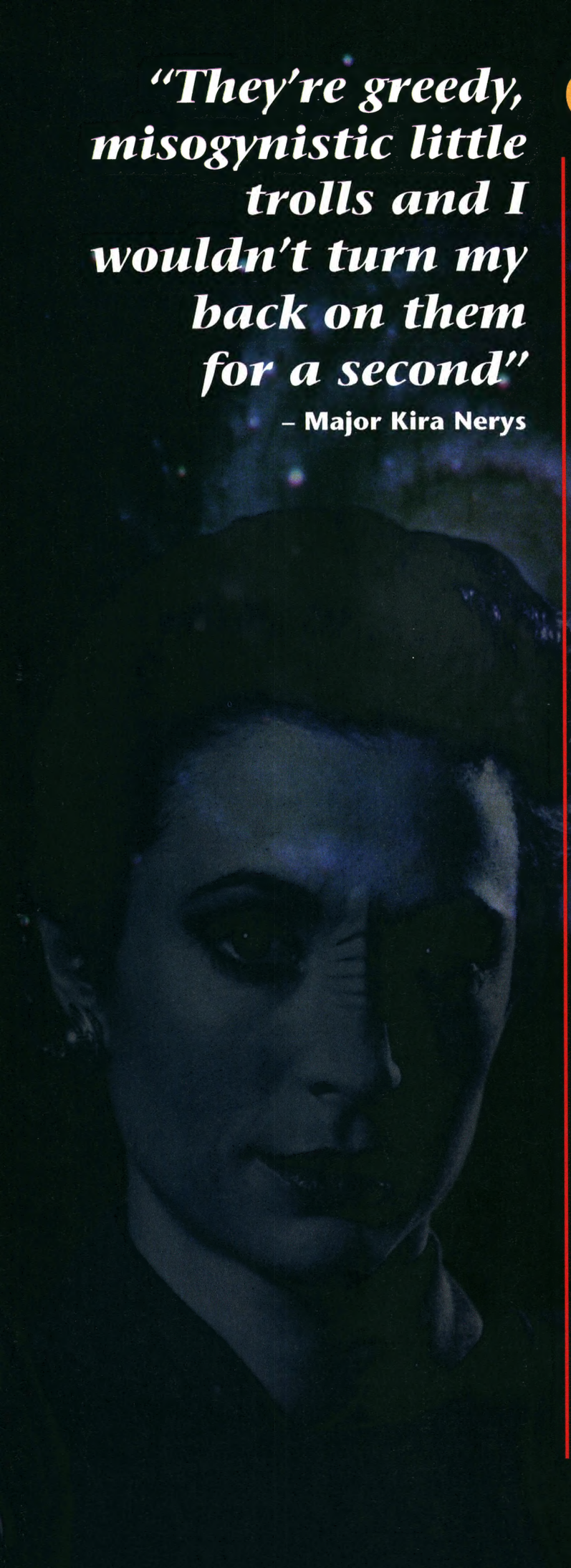

"They're greedy, misogynistic little trolls and I wouldn't turn my back on them for a second"

– Major Kira Nerys

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Make It So

"No good deed ever goes unpunished"

– *Quark*, The Collaborator

Chain Of Command

Editor
John Freeman

Assistant Editor
Darryl Curtis

Publishing Assistant
Lynne Rennison

Production Assistant
Neil Sumner

Contributors this issue
Lou Anders
Paul Christopher
Stuart Clark
Andrew Darling
Michael Jan Friedman
Mat Irvine
Andrew Lane
Joe Nazzaro
Larry Nemecek

Special thanks to
Rick Berman
Ira Behr
Liz Denbigh
Aron Eisenberg
Lolita Fatjo
Jonathan Frakes
Tim Gaskill
Bob Gillian
Max Grodenchik
Karen Halloran
Gary Holland
Harry Lang
Janet Nemecek
John Ordover
Matthew Parker
Paramount Parks
Robert Read
Kevin Ryan
Armin Shimerman
Jeri Taylor

Sales Manager
David Orme

Operations Director
Leigh Baulch

Publisher
Nick Landau

Advertising
Tim La Haye
Tel: 0171 278 3686 (ext. 106)

Distribution
Comag
Tel: 01895 444055
Account Executive
Richard Kingerlee

Subscriptions
Tel: 01536 763631

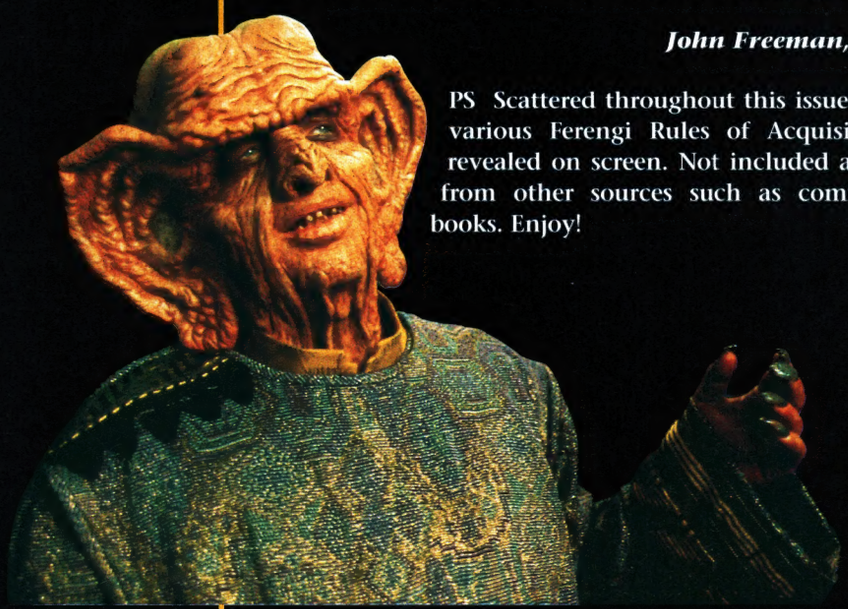
When we at *STAR TREK Monthly* kindly agreed to devote this special April issue to the Ferengi race, we knew there might be problems. Quark pressed for far more gold-pressed latinum than we ever pay for our exclusive interviews, and Rom made such a good job of his 'improvements' to our Macintosh interface to Federation space, that in the end we almost ended up with 68 pages of Romulan ale recipes. This wouldn't have been so bad, except they were still *written* in Romulan, and since the universal translator isn't due to be invented for about a century, this wouldn't have been very popular...

Fortunately, our Ferengi chums soon saw the error of their ways and began to co-operate with our investigations into their culture, their trading methods and our inquiries about exactly what their mother did with all that illegally-earned latinum...well, we *thought* they were going to tell us what their mother did with all that gold-pressed latinum. Instead, we ended up with this month's excellent free gift, an interview with Spot the Cat, plus blinding headaches from too much sampling of Romulan ale recipes.

Mother always told me science fiction was dangerous... ■

John Freeman, Editor

PS Scattered throughout this issue are the various Ferengi Rules of Acquisition as revealed on screen. Not included are rules from other sources such as comics and books. Enjoy!



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Rule 217: You can't free a fish from water.

The Best of All Worlds

IN BRIEF...

STAR TREK *ON AIR*

Sky One's ongoing mission to let Star Trek *take over the channel continues unabated in April.* Star Trek *is on Sundays, 1.00pm;* Star Trek: Voyager *on Sundays at 3.00 and 8.00pm; and* ST:TNG *on weekdays at 5.00 and 10.00pm.*

As of press time the three incarnations of Star Trek *continue on BBC2 through April, all at the same time slots as previously reported. However, this could not be fully confirmed, particularly for the original* Star Trek *series.*

STAR TREK *WINS CASTING AWARD*

Rick Berman recently collected an award made by the US Screen Actors Guild. The Guild chose Star Trek *to receive its American Scene award, citing 'groundbreaking casting decisions' concerning the disabled, minorities, women and the elderly. Mention was given to the casting of African American Avery Brooks as captain of* Star Trek: Deep Space Nine *and the decision to appoint Kate Mulgrew captain in* Star Trek: Voyager. *SAG president Richard Masur told press "Despite the fact that it's set in another place and time, I believe* Star Trek *is seen by everyone as a mirror for the here and now. Although it boldly goes where no one has gone before, we know it's speaking to us about ourselves."*

The guild, in announcing the award, pointed to →

FRAKES TO DIRECT *STAR TREK REGENERATIONS!*

By John Freeman in London and Lou Anders in Las Vegas

It's now been confirmed that Jonathan Frakes has achieved his wish and will be directing the next *Star Trek* film, now titled *Star Trek Regenerations*. Frakes reportedly had the full support of both Patrick Stewart and Brent Spiner in his lobbying to direct the second *Star Trek: The Next Generation* feature. Filming is expected to begin in April.

The new film's working title was changed from *Star Trek Resurrection*, as previously reported, following the titling decision by *Twentieth Century-Fox* of their new upcoming SF picture, *Aliens IV: Resurrection*...

The film has also been given the green light with the second draft now approved by *Paramount Pictures*. At present the plot is said to involve Zephrem Cochrane, the man who discovered warp drive, the Borg, time travel and interference with the Federation's past. Christopher Walken is rumoured to have been approached to play the villain.

The studio's art department is already hard at work on pre-production for the new film and the basic design (front & side views) of the new *U.S.S. Enterprise NCC-1701-E* has been also been approved, looking very much like a cross between the *U.S.S. Excelsior* and the *U.S.S. Voyager*: long, sleek and dart-like but with a flat *U.S.S. Voyager*-like lateral profile. Some of the art staff on the new film also worked on *Star Trek Generations* and include Herman Zimmerman, Set Decorator John Dwyer, Art Department Assistant Penny Juday and Illustrator John Eaves.

With the entire *Star Trek: The Next Generation* main cast now signed up, *Paramount Pictures* will be proceeding at warp speed to bring the new film to screen, particularly since they had originally hoped to release it on Thanksgiving Weekend 1996 in the US. This would follow the same release pattern as *Star Trek Generations*, which saw a November 1994 release in the US followed by a February 1995 release in the UK.

Speaking exclusively to *Star Trek Monthly* at the launch of the new *Star Trek: The Experience* in Las Vegas in January, Frakes' reaction to the news of his appointment was "Thank god for small favours! I feel overwhelmed. Excited. Daunted. Terrible! I'm about six weeks behind so it's really wonderful. I should have had another six weeks, I'm told."

On the latest script, Frakes was more guarded. "I would say 'Beware the Borg'. That's about as far as I can go. The script is fabulous."

And if he becomes a successful multi-million dollar feature film director will you still want to come back and play Riker?

"I would certainly be proud to play Riker as long as they will have me!"

Frakes also hinted that Thomas Riker may well return to *Star Trek: Deep Space Nine* at some point. "I keep hearing rumours that Tom is coming on to DEEP SPACE NINE, so I'm waiting to see that happen..."

STAR TREK Monthly will bring you more news on both projects as we get them! ■

Rick Berman interview, Page 9

PASADENA PREVIEW

The 4th Annual *Star Trek* Grand Slam Convention

I have a confession: I was overwhelmed. I'd been to a few small conventions in the US Midwest. General non-specific SF cons. The odd ageing celebrity. Around four hundred people or less. That was all I knew. That was my idea of a con. I didn't know any better. There was no one to warn me. Frankly, I just wasn't prepared.

Bear in mind, I'd just gotten off the plane from Alabama. That's about as far away from Hollywood as London is. Heck, it's a lot farther if we're talking other than geographical distance. Oh, I'd heard the rumours; listened to the tales of fat biker Klingons and overweight admirals bandied about by the derisive heathens and the *Melrose Place* fanatics. I'd *expected* to see the fat Jim Kirks and the sort of Hell's Angels Klingons. I figured it would be like that. I wasn't expecting much more. Confident in my ignorance, I stepped into the convention centre.

15 *thousand* people, folks. From all over the world. From all walks of life. More celebrities than any other convention could hope to boast. Three separate (and enormous) dealer rooms with every *Star Trek* gadget you could possibly imagine. It was a pack rat's dream come true! I chatted with Herman Zimmerman about his project for the military. Mike Okuda snapped my photograph because I was wearing a Buckaroo Banzai T-shirt. I met people from all over the globe and I found I really enjoyed talking with them. Young couples, old folks, little kids. Even people like me. That was two years ago at the 2nd Annual *Star Trek* Grand Slam convention. I returned last year for number three.

Now I'm a believer, folks, and I'm out to spread the word. That's right, I'm hear to preach to you the 4th Annual *Star Trek* Grand Slam Convention. It's the biggest *Star Trek* official convention in the world. Once a year, in Pasadena, California, *Creation Entertainment* invite 15 thousand Trekkers to come together at the Pasadena Center and partake of the largest gathering of *Star Trek* personalities assembled anywhere. No other convention gives you the sheer volume of major players in the *Star Trek* Universe. You can't get a deal like this anywhere else, folks. You don't believe me? Try this on...

This year features the one and only Patrick Stewart making his first Stateside convention appearance in two years. (Stewart will appear on Saturday). Joining him will be fellow *Star Trek: The Next Generation* stars Brent Spiner, Jonathan Frakes, Michael Dorn, John de Lancie and Majel Barrett Roddenberry. Perhaps *Star Trek: Deep Space Nine* is more your cup of tea? From that camp we have René Auberjonois, Armin Shimerman, Terry Farrell, Andrew Robinson, Ira Steven Behr, Nana Visitor, Tony Todd, Aron Eisenberg and Max Grodenchik. Don't worry, *Star Trek: Voyager* fans. Also appearing are Garrett Wang, Robert Beltran, Robert Duncan McNeill, Roxann Biggs-Dawson, Jennifer Lien, Robert Picardo, Ethan Phillips and Tim Russ. All guests will be appearing throughout the three day weekend; several are scheduled to appear more than once. Some, but not all, will be signing autographs. Have I sold you yet? Let me put it this way. You go to one convention in your whole life, you go to this one. Hey, would I steer you wrong? ■

19-21 April 1996, The 4th Annual *Star Trek* Grand Slam Convention

Telephone: 001-818-409-0960, ext. 255
The above number is also good for hotel reservations at the adjacent *Holiday Inn*.

For written information write to:
Creation
411 North Central Avenue, Suite 300
Glendale, California 91203, USA
Convention hours are 11am to 6pm daily unless noted.

Prices are as follows:
$250 - weekend pass with seating in first 10 rows
$225 - weekend pass with preferred seating

Reserved/Preferred Seating:
$65 - Friday
$85 - Saturday
$75 - Sunday

General Admission:
$30 in advance /$35 at door - Friday
$40 in advance /$45 at door - Saturday
$35 in advance /$40 at door - Sunday

Note: Last year's convention sold out so it is best to reserve your tickets early.

creator Gene Roddenberry's fight against network preconceptions to feature 'the most balanced cast in television history', including a black woman, Nichelle Nichols (Uhura) and an Asian man, George Takei (Sulu). Mention was also made of guest performers on Star Trek: The Next Generation, *including Howie Seago of the* National Theater of the Deaf *as well as physicist Stephen Hawking.*

STAR TREK: INVASION!

Coming this summer from Pocket Books *is a major* Star Trek *crossover publishing event:* Star Trek: Invasion! *The storyline spans events during the time period of the original* Star Trek *series through to* Star Trek: The Next Generation, Star Trek: Deep Space Nine *and* Star Trek: Voyager.

The books are: Invasion Book I: First Strike *by Diane Carey (UK release date: July);* Invasion Book II: The Solders of Fear *by Dean Wesley Smith and Kris Rusch (July);* Invasion Book III: Time's Enemy *by L.A. Graf (August); and* Invasion Book IV: The Final Fury *by Dafydd ab Hugh (August).*

I AM SPOCK GETS GRAMMY NOMINATION

Brilliance Audio, *US publishers of* I Am Spock *on audio (released in the UK by* Century*) were delighted to learn that it was nominated for a prestigious Grammy Award. Narrated by Leonard Nimoy, the launch of both book and audio met with wide-ranging publicity on both sides of the Atlantic.*

CODIE NOMINATIONS

The US Codie (the Excellence in Software awards from the Software Publishers Association*) nominations for this year included the* Star Trek Omnipedia *(up for Best* ➔

Consumer Software Program), Paramount's Star Trek: Voyager *WWW site (for Best World Wide Web site), and Leonard Nimoy in* Science Fiction – The Gold Collection Volume 1 *(Best Use of Live Performers in Multimedia).*

MODEL MATTERS

AMT/ERTL *have now released the modified* U.S.S. Excelsior *kit, now the* U.S.S. Enterprise NCC-1701-B *seen in* Star Trek Generations. *The company have also announced a terrific money back offer to purchasers of their new 1996* Star Trek *and* Star Wars *kits; they'll be awarded a special £5 off voucher, which can be used in part payment for any* Star Trek *or* Star Wars *product from* AMT/ERTL.

Monogram *have also joined the* Star Trek *Universe with their kits from* Star Trek: Voyager. *The* U.S.S. Voyager, *a Kazon craft and the Maquis ship from the* Caretaker *pilot episode are the first to appear. As of press time,* Revell *were expecting the kits to be in the shops by mid-March.*

Briefly: ***The* Star Trek *Exhibition*** *moved to Manchester's* Museum of Science and Industry *on 29 March, following outstanding success for it in Glasgow, Ireland and, most recently, London's* Science Museum. *For further information, you can call the museum direct on 0161 832 2244. Apparently the success of the event has prompted discussion of a similar* Star Wars *touring exhibition.* ***BBC Radio 4*** *broadcast a* Star Trek *special in February, featuring* ➔

ROUND-UP OF THIS MONTH'S *STAR TREK* NEWS

MIRROR, MIRROR

News on *Star Trek* actors and production crew, direct from the US West Coast, by Lou Anders

While **Jonathan Frakes** fronts *Borderline*, a new one-hour factual series about the paranormal on UPN's new Tuesday night schedule, the extremely busy **Michael Dorn** is now hosting *Worlds of Wonder* for the Discovery Channel. Meanwhile, fellow crew member **Brent Spiner** appears soon in the upcoming *Independence Day* from *Twentieth Century-Fox*, featuring an alien invasion of earth and the subsequent rebellion by a subjugated Human race. After that, Spiner is scheduled to appear alongside John Travolta in Disney's *Phenomenon*. Travolta suffers a traumatic experience that leaves him with supernatural abilities. Spiner also recently signed to appear in the upcoming *Star Trek Regenerations*, making him the last *Star Trek: The Next Generation* actor to commit to the film. He reportedly signed for $2-3 million. That should buy Data all the emotional chips he wants.

Patrick Stewart performs this Fall on ABC in a contemporary adaptation of Oscar Wilde's *The Canterville Ghost*. Stewart has claimed on several occasions that *Star Trek* is the closest to Shakespeare that a modern television actor can hope to come. Well, on a recently filmed spot for the popular children's show *Sesame Street*, he gets to lampoon a little bit of both! Stewart reportedly inspects a row of numbers and orders a less than straight numeral to stand to attention. You guessed it. Make it so, number one! He also appears with a large bee, about which he asks that rather famous question first posed by Hamlet.

Stewart has also been doing well in the praise department; his performance in the film *Jeffrey* was named one of the greatest performances of 1995 by US magazine *Entertainment Weekly* and a new recording of *Peter and the Wolf* he narrated has been nominated for a Grammy for Best Spoken Word for Children. Stewart recently made a generous donation to *Amnesty International*, for the purpose of endowing a scholarship which will grant stipends to young activists seeking summer internship with *Amnesty International*, both in the US and world-wide. He also continues to appear on Broadway in Shakespeare's *The Tempest*. Speaking of Broadway, **Frank Langella**, who played Minister Jaro in the three-part *Star Trek: Deep Space Nine* second season opener, returns to the Broadway stage in the title role in August Strindberg's *The Father*. Langella plays a man driven to madness by his household.

George Takei was recently in Canada for a week, working on an SF film, *Space Case*, in Montreal. He plays the role of Spong, the leader of reptilian-type aliens...

Although star **Christopher Lloyd** will no longer be appearing in *Deadly Games*, the former Klingon Commander can be seen as the villainous Wood Grimes in the upcoming film *Cadillac Ranch*, directed by Lisa Gottlieb. *Cadillac Ranch* tells the story of three women being chased across Texas in a hunt for a large stash of cash from an old heist.

Denise Crosby made an appearance on a recent two-part episode of Dick Van Dyke's *Diagnosis Murder*. **Matt Frewer**, who played Berlingoff Rasmussen, the time-travelling thief in the *ST:TNG* episode *A Matter of Time*, steps into the part of the cybervillain in the upcoming film *Lawnmower Man II: Beyond Cyberspace*. Being inside a computer is a somewhat familiar condition for Frewer, who logged quite a lot of time in cyberspace as Max Headroom.

Star Trek Generations director **David Carson** is scheduled to direct *Sand Blast* for *Warner Bros* films. *Sand Blast* tells the story of a minefield clearance expert (Wesley Snipes), who teams up with a 12 year old, Marzug, grandson of a Bedouin Sheikh, to prevent his fellow workers from stealing high-tech bombs. The film will be shot on location in Morocco.

Ashley Judd (*ST:TNG*'s Ensign Robin Lefler) has a role in the movie *Heat*, currently in theatres.

William Shatner was on the December 1995 cover of *Tinnitus Today*, the US journal of the *American Tinnitus Association*. Shatner, who suffers from tinnitus, a 'ringing in the ears' without an external sound to cause it, has filmed several public service spots for the *ATA* and has joined them as an Honorary Director.

Glen Neufeld, Emmy nominated for visual effects on *ST:DS9*, and his wife Maren, welcomed son Lukas in early February at Santa Monica Medical Centre.

While speaking at a convention, **Majel Barrett** commented that she has arranged for her ashes to be scattered in space after her death, as well as those of her stepdaughter Darlene (who died in October 1995.)

Finally, **Madge Sinclair**, who appeared as captain of the *U.S.S. Saratoga* in *Star Trek IV: The Voyage Home*, and later played Geordi's mother in the *ST:TNG* episode *Interface*, died of leukaemia on 27 December 1995. She was 57. ■

Top left: *From space aliens to Dick Van Dyke... it's not just a job... it's a career*
Top right: *A sad goodbye to another member of the* Star Trek *family who had managed to bridge the generations*
Above: *It's George Takei's turn in the make-up department as he takes on the demanding role of Sprong, reptile thing!*

RICK BERMAN

Dan Madsen caught up with a *very* busy Executive Producer Rick Berman shortly before he was forced to turn away all press – even leading US news magazine *Newsweek* – as work accelerates to warp speed on the new film...

Rick, what's the status on the next film?

Well, the good news is that we have selected a director – Jonathan Frakes. It took a very long period of time determining who our director would be, but we are very pleased with our choice. I have great faith in Jonathan; he has shown extremely impressive abilities in the episodes that he's directed. That is all going to translate to the big screen beautifully. I'm looking forward to working with Jonathan. We're very excited about bringing him on board.

We have a very tight film that has to be shot in a very short period of time and we are about to jump into this full-force. But we're really excited about this film. It has a script that we are thrilled with, as is everyone else. Our greatest enemy is now time.

We have now written the second draft of the script and submitted it to the studio and I can say that the people who have read it – everyone at the studio, Patrick Stewart etc. – are all blown away by it. It will go through further revisions by Ron [Moore] and Brannon [Braga], but the revisions will be insignificant compared to the kind of changes that went on over the last few months of writing *Star Trek Generations*.

What is the timetable for shooting the film?

We are still hoping to start shooting around 9 April and releasing it at Thanksgiving.

What other behind-the-scenes names are associated with this film?

Herman Zimmerman is on board. Herman has been working on the design of the new sets for the *U.S.S. Enterprise* for a couple of months. We also have Peter Lauritson, Michael Westmore and Michael Okuda. We have not chosen a director of photography yet but Marty Hornstein, who worked on *Star Trek IV: The Voyage Home*, is our production manager/executive producer. We are slowly putting together our crew now that we have a director in place.

Have you chosen a composer yet?

No, but I was just on the phone with the head of music at *Paramount Pictures* and we were coming up with a list of names.

There's been talk of utilising *Alien* designer H.R. Giger to re-design the Borg for the film...

Yes, we have had some preliminary conversations with him regarding getting involved in this on a design level but I don't know if it will go beyond that.

And you've signed all of the main cast for this film?

Yes, all of the *Star Trek: The Next Generation* cast are involved in this.

Will we see any guest-starring characters that we are familiar with?

No. All of the guest stars in this film will be cast with new people.

Will there be any location work?

Yes, preliminary indications are that we will be shooting a couple of weeks in either Oregon or Washington State and another week in Arizona.

Is this a similar schedule to the one you worked on for *Star Trek Generations?*

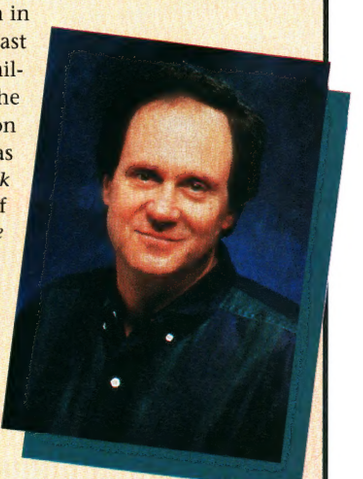
Yes, very similar except that we are a few weeks behind in getting going.

Finally, is there anything you can tell us about upcoming *Star Trek: Deep Space Nine* and *Star Trek: Voyager* episodes?

We've got great shows coming up. We are already at work on a cliff-hanger for *Star Trek: Voyager* that will end our second season and begin again in the fall.

We've just been keeping very busy producing two television shows and this new feature film. *Star Trek Generations* opened in Japan in December and from my last reports, it's closing on $5 million, which is quite good. The film has grossed $42 million overseas which is twice as much as any of the *Star Trek* films, with the exception of *Star Trek: The Motion Picture* and *Star Trek IV: The Voyage Home*.

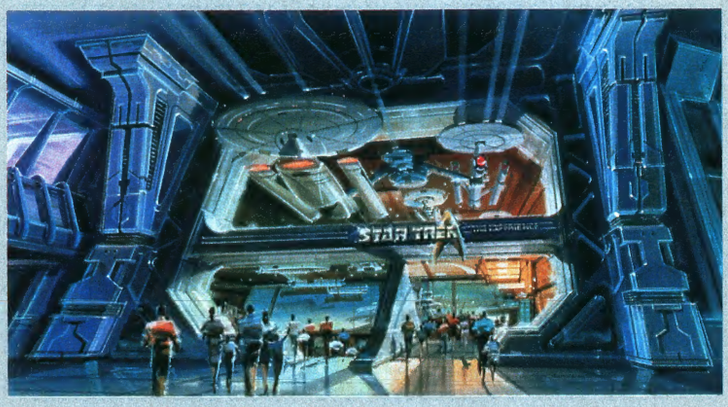
Star Trek Generations continues to be successful, and we expect this next film, which is really the first pure *ST:TNG* film, to do even better! ■



interview material with Majel Barrett Roddenberry, Nichelle Nichols, Robert H. Justman, Richard Arnold and John Carrigan. The acclaimed arts programme posed the question 'Why has Star Trek *survived 30 years after its launch, and what is the secret of its success.'*

US company **Dragon Systems** *is developing a voice-recognition system that can convert spoken Klingon into text. How far behind can universal translators be?* Spectrum HoloByte *put out a press release on 20 December that their* Final Unity ST:TNG *game was now available for Macintosh computers in the US. Also across the pond,* William Shatner's Star Trek Memories *has been released on video by* Paramount Pictures. *$14.95 will buy you 86 minutes of interviews and commentary on the original* Star Trek *series, based on Shatner's book about his almost three-decade involvement with Captain James T. Kirk and the* U.S.S. Enterprise. *The documentary includes appearances by Leonard Nimoy, DeForest Kelley and the other original crew members who also relate remembrances, how they were cast and how they viewed their roles. The documentary will be released on a special edition collector's tape on 3 July in the UK, accompanied by the top two favourite* Star Trek *episodes, as chosen by* STAR TREK Monthly *readers (see last issue for ballot form).* BMP Music *has published a series of audio books in the US, containing poetry and children's literature. Among the readers are William Shatner, Leonard Nimoy and Patrick Stewart. Check out their Web site at http://www.interpublish.com/bmpmusic/ for more information.*

News Sources this issue: **Paramount Pictures, Dateline: Starfleet, The Official George Takei Fan Club Newsletter**



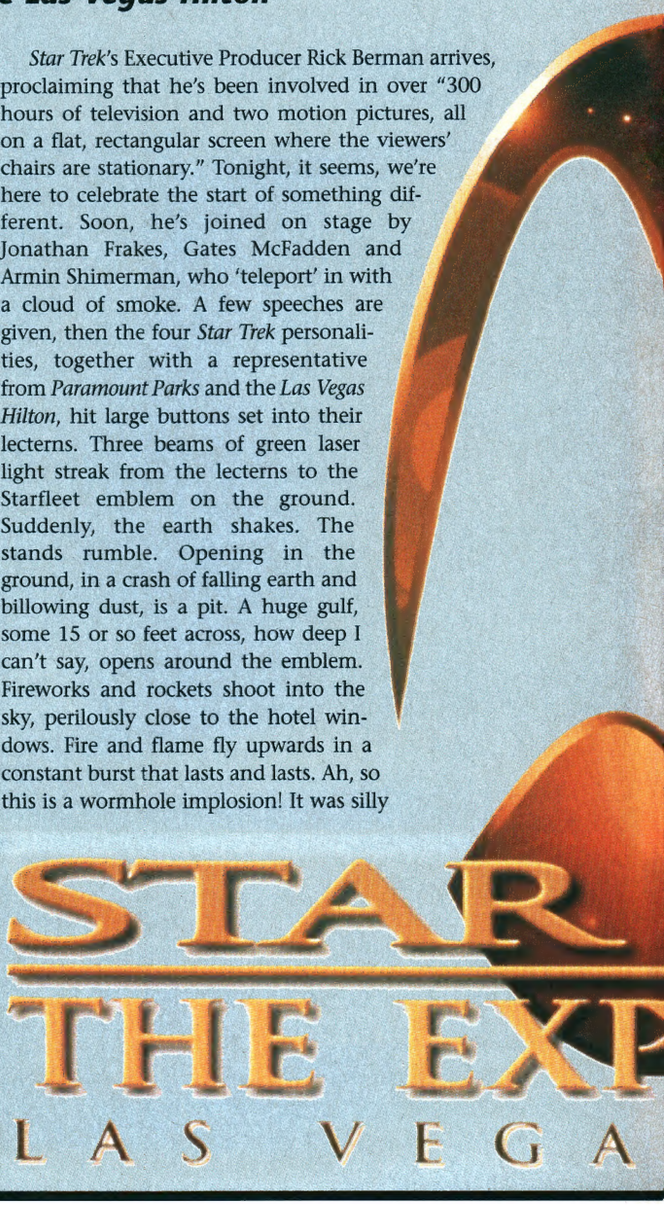
A ONCE IN A LIFE

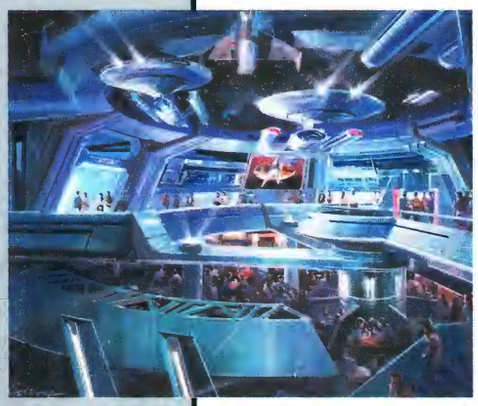
Lou Anders reports on the groundbreaking ceremonies for *Star Trek: The Experience* at the *Las Vegas Hilton*

"Smile! You're here to have fun!" bellows a rather large Klingon, somewhat inappropriately to the surrounding suits. From the mutterings behind me, it's clear most of the audience here can't distinguish his species from a Ferengi. It's 24 January, a little before 6:15pm, and I'm sitting outside the *Las Vegas Hilton*, on one of two sets of bleachers. It's a little bit chilly and, glancing around at the other guests, I'm very glad of my last minute decision to forgo jeans in favour of something more formal. I'm facing a 'futuristic' looking stage across a cleared patch of earth. In the centre of the clearing, fixed on a pole in the dirt, stands a Starfleet emblem some three or four feet high. Ferengi, Bajorans, and one lone Vulcan usher latecomers to their seats. The crowd of several hundred people consists mostly of VIPs – financiers, casino owners, and *Paramount Parks* executives. Someone behind me makes the obvious joke, "Beam me up, Scotty!" Philistine!

At this point, I've no earthly idea what a 'Worm Hole Implosion' is, but I've flown all the way from Los Angeles to find out. I'm at the groundbreaking ceremonies for *Star Trek: The Experience*, a $50 million joint venture between the *Las Vegas Hilton* and *Paramount Parks*. Coming in 1997, *Star Trek: The Experience* promises virtual reality entertainment, dining and fun in a realistic *Star Trek* inspired environment.

Star Trek's Executive Producer Rick Berman arrives, proclaiming that he's been involved in over "300 hours of television and two motion pictures, all on a flat, rectangular screen where the viewers' chairs are stationary." Tonight, it seems, we're here to celebrate the start of something different. Soon, he's joined on stage by Jonathan Frakes, Gates McFadden and Armin Shimerman, who 'teleport' in with a cloud of smoke. A few speeches are given, then the four *Star Trek* personalities, together with a representative from *Paramount Parks* and the *Las Vegas Hilton*, hit large buttons set into their lecterns. Three beams of green laser light streak from the lecterns to the Starfleet emblem on the ground. Suddenly, the earth shakes. The stands rumble. Opening in the ground, in a crash of falling earth and billowing dust, is a pit. A huge gulf, some 15 or so feet across, how deep I can't say, opens around the emblem. Fireworks and rockets shoot into the sky, perilously close to the hotel windows. Fire and flame fly upwards in a constant burst that lasts and lasts. Ah, so this is a wormhole implosion! It was silly





TIME EXPERIENCE

of me to expect anything less in this town.

Afterwards, we're ushered through what looks like a Deep Space Nine docking bay into a large room decked out in *Star Trek* decor. Federation and Bajoran officers provide us with a veritable smorgasbord of food. At this point, my passions get the best of me and I must confess I eat as much sushi as I can hold. Then I tear myself away from the fish to talk to the guests about tonight's events. Armin Shimerman thinks the whole thing is great. "A lot of times I've gone to conventions or met people on the street and always people would say, 'gee, I wish I could come to the set,' but since we have a closed set it's not possible. But now, with the sketches that I've seen, you can come here and it's pretty much the same thing. The promenade from our show will be here and the bridge from *ST:TNG*, so that's pretty exciting." Then he laughs and adds, "I'm going to ask them where they're putting the holosuites." Reflecting on the evening's implosion, Gates McFadden says, "It was a blast in many ways, literally and figuratively. I loved it." As to tonight's pyrotechnics, Jonathan Frakes sums things up most succinctly. "Only in Vegas could they get away with something this big. It was great. ■

TREK

PERIENCE

S HILTON

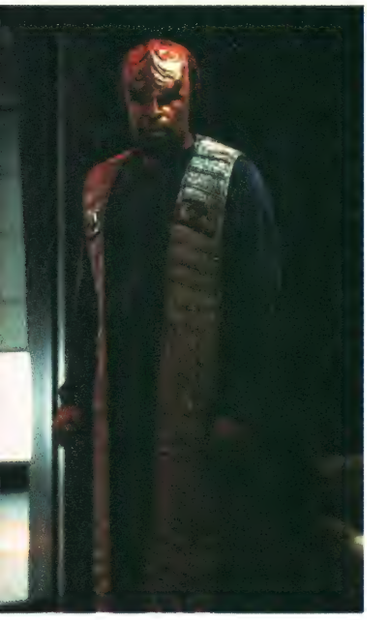
Star Trek: The Experience, a $50 million, 65,000 square foot, joint venture between *Paramount Parks* and the *Las Vegas Hilton*, promises to 'boldly go where no entertainment experience has gone before'. Scheduled to open in the spring of 1997, the attraction will feature a simulator ride, computer games, interactive video and virtual reality stations, retail shops, and a themed restaurant and lounge.

The voyage begins with a 'museum-like' exhibit featuring displays from the *Star Trek* television series and movies. From there, visitors enter the Starfleet Gallery Room, where they are transported onto the bridge of the Starship Enterprise. After receiving their mission instructions, they board a special 32-seat shuttle craft for a simulated ride through the *Star Trek* universe. After successful completion of their mission, visitors disembark at *Deep Space Nine*, onto an exact replica of the Promenade. A Cardassian-style restaurant offers such intriguing and dubious fayre as Romulan Ale and Glop-on-a-Stick. The themed lounge will include a bar where food can be ordered from machines with voice recognition capabilities.

All sets used throughout the attraction are exact 1:1 replicas of those from the *Star Trek* television series. In addition, *Paramount Parks* has enlisted Rick Berman as creative consultant and Herman Zimmerman as design consultant to ensure that the attraction adheres to the spirit and look of Roddenberry's universe.

Serving as the gateway to *Star Trek: The Experience* will be the 22,000 square foot Spacequest casino. Six 'space windows' high above the casino will create the illusion of being in an earth orbit, as scenes of planets, stars, satellites, and space ships pass by. The curved surfaces of the casino ceiling will appear to separate, opening to make way for a projectile launch.

Armin Shimerman announced at the time of this report that there would also be a Quark's bar (not mentioned in the press release). At the very least, as Armin joked, "I'll have a job if the television show gets cancelled!" ■



Above: The Sons of Mogh
Below: The Bar Association
Bottom: Accession

EPISODE CHECK

With official confirmation of *Star Trek: Deep Space Nine*'s fifth season announced in February, the current season continues to make the series one of the most exciting yet in the annals of *Star Trek*.

Big changes for major characters of *Star Trek: Deep Space Nine* and their families were the focus of the remaining three episodes to run through the end of the US ratings 'sweeps' month of February, as the syndicated show hoped to continue its strong showing this season. The high-profile line-up included:

Spoiler Alert! Don't read any further if you don't want your enjoyment of upcoming shows dampened by knowing too much beforehand...

The Sons of Mogh

US Airdate: Week commencing 12 February

The 18th overall *Star Trek* directing credit for former series Producer David Livingston, his third for *Star Trek: Deep Space Nine* this year (after *The Visitor* and *Homefront*), was the latest in the Worf saga to be written by staff Klingon expert Ronald D. Moore.

For the second time this season – after playing the older Jake Sisko in *The Visitor* which also, ironically, used the same director – actor Tony Todd takes a guest turn on *ST:DS9*. Here, of course, he's in the guise that fans have come to expect as Worf's true Klingon brother, Kurn.

Sadly, the House of Mogh's fortunes have not fared well on Q'ono'S ever since Worf angered Chancellor Gowron by opposing the empire's short-lived invasion of Cardassia (as seen in *The Way of the Warrior* season opener). In fact, Worf and his family have faced everything but formal discommendation again, with their lands and property seized, and Kurn's seat on the High Council revoked.

Depressed at his failures, Kurn nonetheless turns to his brother on the station while swinging from one extreme to another: a never-completed Mauk-to'Vor, the ritual suicide for disgraced Klingons interrupted by Dax, and even a job as a Bajoran deputy under Odo. But Worf finally decides on a more permanent solution, a suicide of the emotional kind: the alteration of Kurn's memory and identity so he can continue a normal life with a family friend and without the stigma that now dogs him.

The Bar Association

US Airdate: Week commencing 19 February

Directed by LeVar Burton, this teleplay by Executive Producer Ira Steven Behr and Co-Producer Robert Hewitt Wolfe is the latest of the Ferengi outings the usual partners have devised. The show originated as a story sold by freelancers Jennifer and Barbara Lee.

Taking its title literally and not as a reference to lawyers, this story sees a fundamental shift among two other brothers: this time Quark and Rom. Rom has been growing ever more independent since he stood up to Quark last season over his son Nog's entry into Starfleet Academy. Here, urged on by Dabo girl Leeta (Chase Masterson) in her third appearance and the first of the season, Rom reacts to Quark's ever-harsh treatment of his workers by forming an outright Ferengi taboo: a trade union.

Jeffrey Combs returns as Liquidator Brunt, the officious bureaucrat of the Ferengi Commerce Authority, determined to break up the strike. Along with a scene including the most Ferengi and Dabo girl extras ever to finally depict Quark's entire work force, the show features the Bajoran's Time of Cleansing as well as Bashir and O'Brien's latest costumed holosuite adventure – not the Battle of Britain this time, but the Irish-Viking Battle of Clontarf.

Accession

US Airdate: Week commencing 26 February

Directed by Les Landau, the oft-credited *Star Trek* director who helmed 21 hours of *Star Trek: The Next Generation* and most recently *Alliances* for *Star Trek: Voyager* and *Crossfire* earlier on this series, this script was written by freelancer Jane Espenson and series Producer René Echevarria.

Sisko has never been comfortable with his honorary title of Emissary, signifying his extraordinary meeting with the aliens worshipped as Bajor's Prophets, but he takes the honour in a new light when a long-lost Bajoran legend emerges from the wormhole after 200 years and espouses to be the new Emissary. All would have been well had he not proposed to revamp society with a return to the archaic inherited careers caste system of old Bajor, the D'jarras – which goes against the Federation requirements of free will and determination for member worlds and prospective members, as Bajor is.

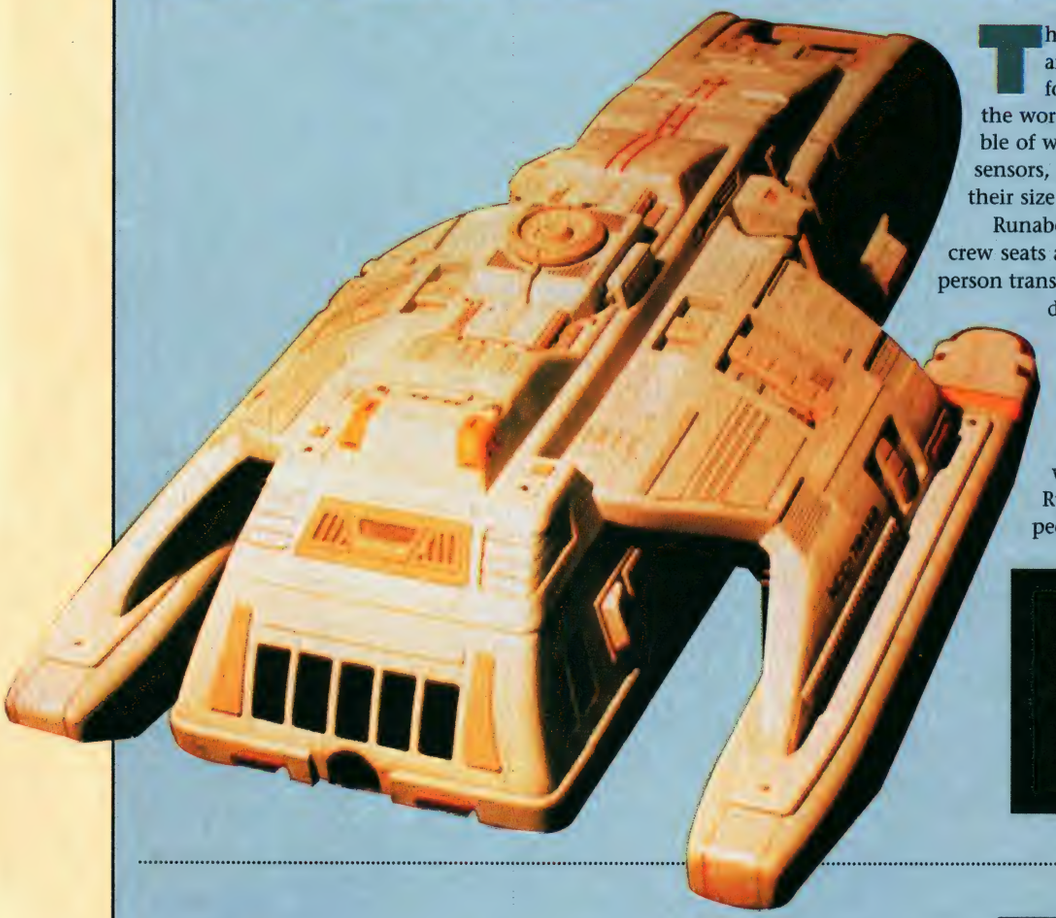
The chaos that ensues – Kira's resignation to become an artist, the death of a station monk who refuses to resign because his family are 'unclean' – leads Sisko to suggest the two visit the Prophets to get clarification. The non-linear beings of course side with Sisko, but also agree with him that Akorem should be returned to his own time with no memory of the incident. The hour, with Camille Saviola's Kai Opaka in an orb vision 'echo' for Sisko and veteran character actor Richard Libertini as Akorem, also features the return of Keiko O'Brien and little Molly to the station.

Next up in the works after a month of repeats in March are **Rules of Engagement**, in which Worf is tried for the destruction of an unarmed ship of Klingon civilians; and **Hard Time,** yet another tale featuring Chief O'Brien... so stay tuned! ■

by Larry Nemecek

STAR TREK®: DEEP SPACE NINE™

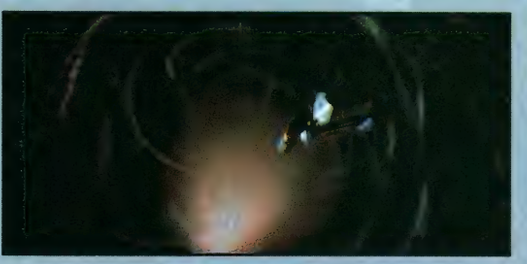
STAR TREK: DEEP SPACE NINE RUNABOUTS

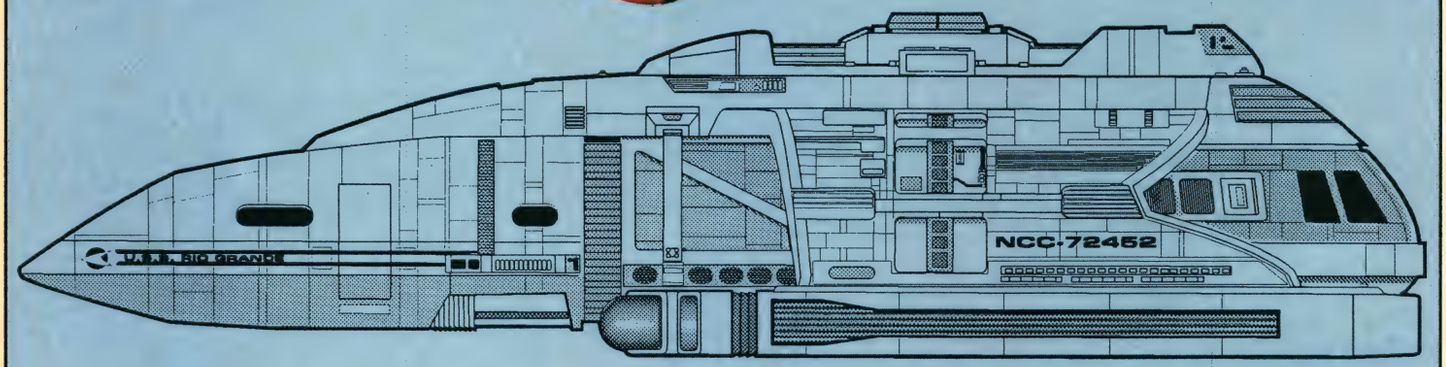


The Danube class Runabouts, traditionally named after great rivers, are used as local transportation for DS9 personnel, as well as for missions through the wormhole to the Gamma Quadrant. They are capable of warp drive and are equipped with state of the art sensors, shields and other equipment appropriate to their size and function.

Runabout cockpits contains four crew seats: two flight crew seats and two 'passenger' seats; also present is a two-person transporter and replicator. The midsection contains a detachable module which may be changed for different mission profiles, although with three Runabouts available this option has, so far, been rarely used.

The aft section holds living accommodations for up to 40 people, though the area would be very crowded with that number. Most Runabouts are occupied by no more than eight people on a mission. ■





Runabouts seen so far on Star Trek: Deep Space Nine:

Rio Grande (shown above)
Registry: NCC-72452
First Seen: *Emissary*
Status: Available

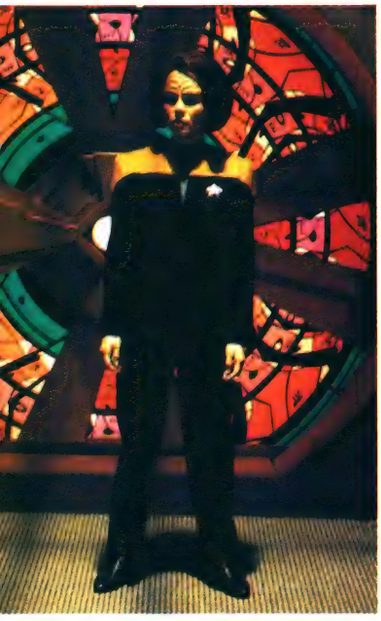
Yangtzee
Registry: NCC-72453
First Seen: *Emissary*
Status: Destroyed in *Battle Lines* when it crash-landed on a penal moon in the Gamma Quadrant

Ganges
Registry: NCC-72454
First Seen: *Emissary*
Status: Destroyed in *Armageddon Game* by a T'Lani Cruiser

Orinoco
Registry: NCC-72905
First seen: *The Siege*
Status: Destroyed by 'The True Way' in*Our Man Bashir*

Mekong
Registry: Unknown
First seen: *Whispers*
Status: Destroyed by Jem'Hadar vessels in *The Die is Cast*

Rubicon
Registry: Unknown
Arrived in: *Family Business*
Status: Available
Named after the river made famous by Julius Caesar, Ben Sisko chose the name for this Runabout.



Above: Dreadnought
Below: Death Wish
Bottom: Lifesigns

EPISODE CHECK

The super-being Q's long-awaited visit to the starship *U.S.S. Voyager,* in *Death Wish,* was the highlight of the three remaining first-run episodes aired in February. A month of reruns in March follows before the next batch of premières.

Spoiler Alert! Don't read any further if you don't want your enjoyment of upcoming shows dampened by knowing too much beforehand...

Dreadnought

US Airdate: Week commencing 12 February
Directed by LeVar Burton, busy behind the camera as he finished his second for *Star Trek: Voyager* and fifth overall since *Star Trek: The Next Generation*'s departure, this tale proceeded from a script by staff writer Lisa Klink, sold by Gary Holland, the Paramount advertising and promotions director.
B'Elanna Torres finds herself pitted once more against an artificial intelligence, this time one of her own creation: a Cardassian doomsday weapon reprogrammed by her early in the Maquis struggle to take out its own creators. Now it too turns up in the Delta Quadrant, apparently caught up in the same displacement wave from the Caretaker that brought the *U.S.S. Voyager.* Thanks to its corrupted programming it won't believe its situation and has mistaken an innocent, inhabited planet for Cardassia!

With the weapon rigged to anticipate the best she can throw at it, B'Elanna faces a sceptical computer eerily using her own voice but outwitting its maker at every turn – until she unleashes its suppressed, older Cardassian programme! Along the way, we learn that the pregnant Ensign Wildman's husband back at DS9 is a Ktarian, Jonas is still reporting in to Seska through a new ongoing contact, and that Janeway would have been ready to sacrifice her ship to prevent the utter destruction the 'dreadnought' would have caused Rakosa Prime, its mistaken target. Dan Kern, who as Lt. Bell had fenced with Captain Picard in *ST:TNG*'s *We'll Always Have Paris*, returns here as Rakosan leader Kellan.

Death Wish

US Airdate: Week commencing 19 February
Directed by *Star Trek* veteran Jim Conway - who helmed a number of memorable titles for *Star Trek: Deep Space Nine.* Written by series co-creator and Executive Producer Michael Piller, the episode was based on a story by Michael's son Sean.
The long-awaited, much-ballyhooed 'Q show' is not about getting the *U.S.S. Voyager* home, but instead takes a look at euthanasia and assisted suicide. A Q Continuum prisoner unintentionally liberated from his comet-head cell by the starship pleads for asylum. Q appears on the scene agreeing to Janeway's offer to mediate his status in a shipboard hearing, which quickly turns into a debate about the all-powerful Q Continuum. As if to illustrate, the Q beings actually take our heroes on a brief tour of the Continuum in the form of a supposedly easy-to-grasp illustration using a rural petrol station and general store, populated by odd patrons of many kinds.

The episode's high point comes with the summoning of Isaac Newton, Jonathan 'Will Riker' Frakes, and Maury Ginsberg – the electrician of Woodstock – to show how Q2, as he is called here, has 'helped out' Human history through the ages (guess who really dropped the apple on Isaac's head, for instance). Gerrit Graham, the Hunter from the early *ST:DS9* shot *Captive Pursuit,* appears opposite John de Lancie as his brethren.

Lifesigns

US Airdate: Week commencing 26 February
Directed by *Star Trek* veteran Cliff Bole, who last worked on *Meld* for *ST:VOY*, this tale was written by Executive Story Editor Ken Biller. Biller is now in his second year with the show after having completed *Initiations* and, last season, *Faces*.
Stories were working on different levels for this outing, which features another life experience for the holographic Doctor; this time, oddly enough, it is falling in love. The lady in question is Dr Danara Pel, a phage-afflicted Vidiian who benefits from the radical step of constructing a holographic body to keep her neural and motor functions alive until her body can be stabilised – not cured, but at least repaired enough to survive. Danara tries to poison her body to keep her healthy holographic one, but the Doc convinces her to retake her body and return to her people to keep helping them – no matter how much it pains the two of them.

If the actress out from under all the blotchy Vidiian 'phage' make-up looks familiar, she should – actress Susan Diol played coloniser Carmen Davila, Riker's would-be love interest before her death at the hands of the Crystalline Entity, in *ST:TNG Silicon Avatar.* This hour also includes the ongoing subversive chat between Jonas and his Kazon-Nistrim contact as well as Paris' mounting discipline problems with Chakotay – two other threads running through shows but due to be resolved this season.

The airing of **Lifesigns** tallied up 15 hours so far of the series' 26-show season, with four more already filmed at press time. Among them: journalistic pursuits take Neelix into surprising areas of Paris' ongoing troubles in **Investigations**, followed by a baffling doppelganger in **Deadlock**. Where will all these running storylines end? Not until after the post-sweeps reruns in March, so ... stay tuned! ■

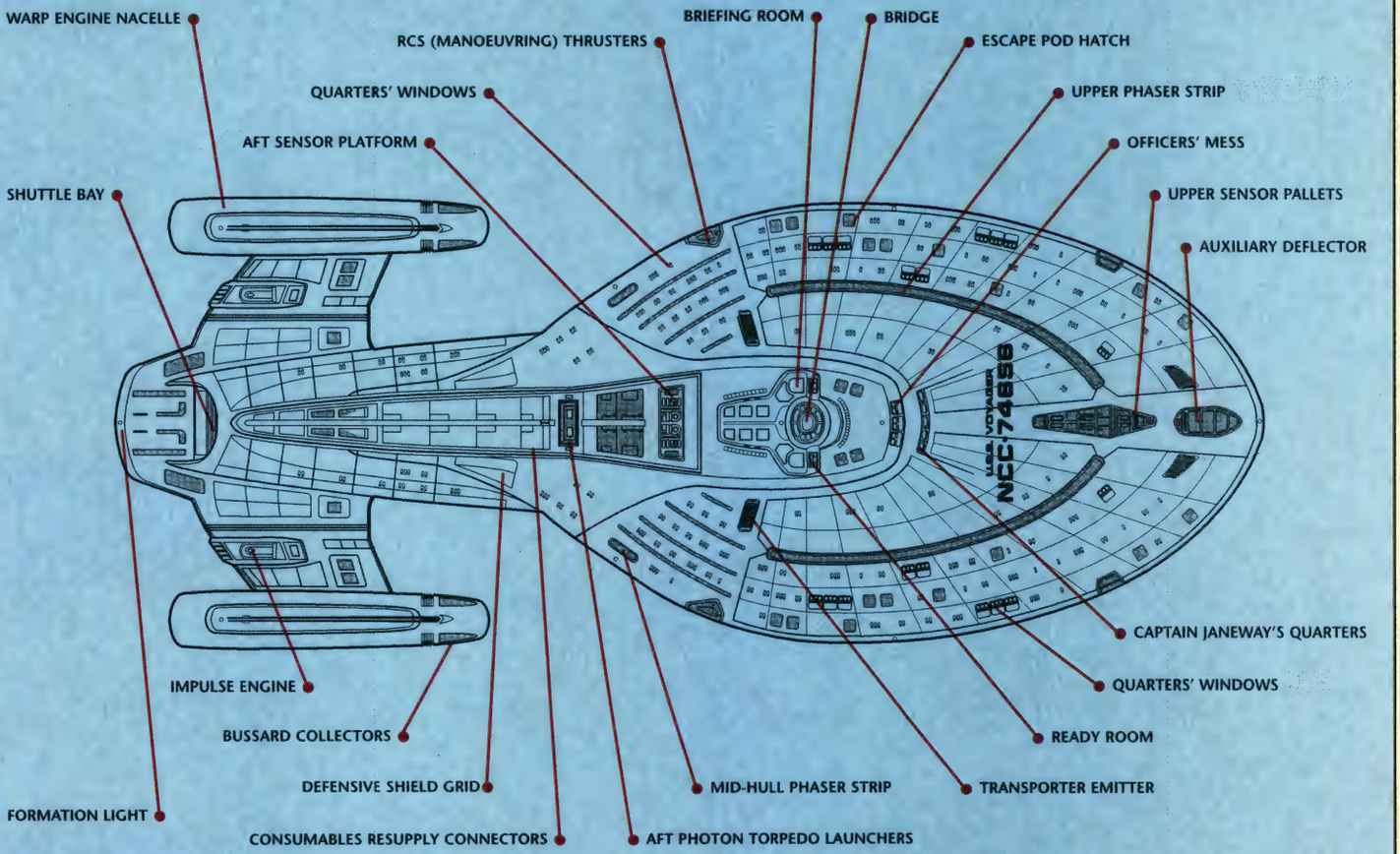
by Larry Nemecek

STAR TREK®: VOYAGER™

U.S.S. VOYAGER

An Intrepid class vessel capable of holding 200 crew members, (although an estimated 150 persons were aboard her when she was transported to the Delta Quadrant), the *U.S.S. Voyager* is one of the fastest and most powerful starships in Starfleet. Though smaller in size than the *U.S.S. Enterprise NCC-1701-D*, the *U.S.S. Voyager* is more technologically advanced than previous Federation vessels, and can operate independently for approximately three years without refuelling. Superbly equipped for exploration and research, the *U.S.S. Voyager* has an equally impressive array of defensive and offensive weapons, making it ready for action.

Much smaller than the *U.S.S. Enterprise NCC-1701-D*, it is 1,130 feet long and weighs some one and a half million tons. The basic hull structure is fabricated from tritanium/duranium alloys. The ship was built at Starfleet's Earth Station McKinley and was launched on Stardate 48038.5 (the year 2371).



MAIN BRIDGE (Deck 1)
The command post and brain trust of the starship, this area serves as the location to view starships in distress or posing threats, to negotiate with leaders of rival races, and to learn about the unfamiliar area of the galaxy into which the starship has been thrust. Captain Kathryn Janeway is in command of this communications' hub.

BRIEFING ROOM (Deck 1)
Inside the briefing room, the entire senior staff gathers to make important decisions regarding the fate of the *U.S.S. Voyager* and hold negotiations with opposing forces.

CAPTAIN'S READY ROOM (Deck 1)
These quarters are where the captain confers with her officers and contemplates her decisions. With the monitor inside this room, she is able to communicate with life forms outside of the *U.S.S. Voyager.*

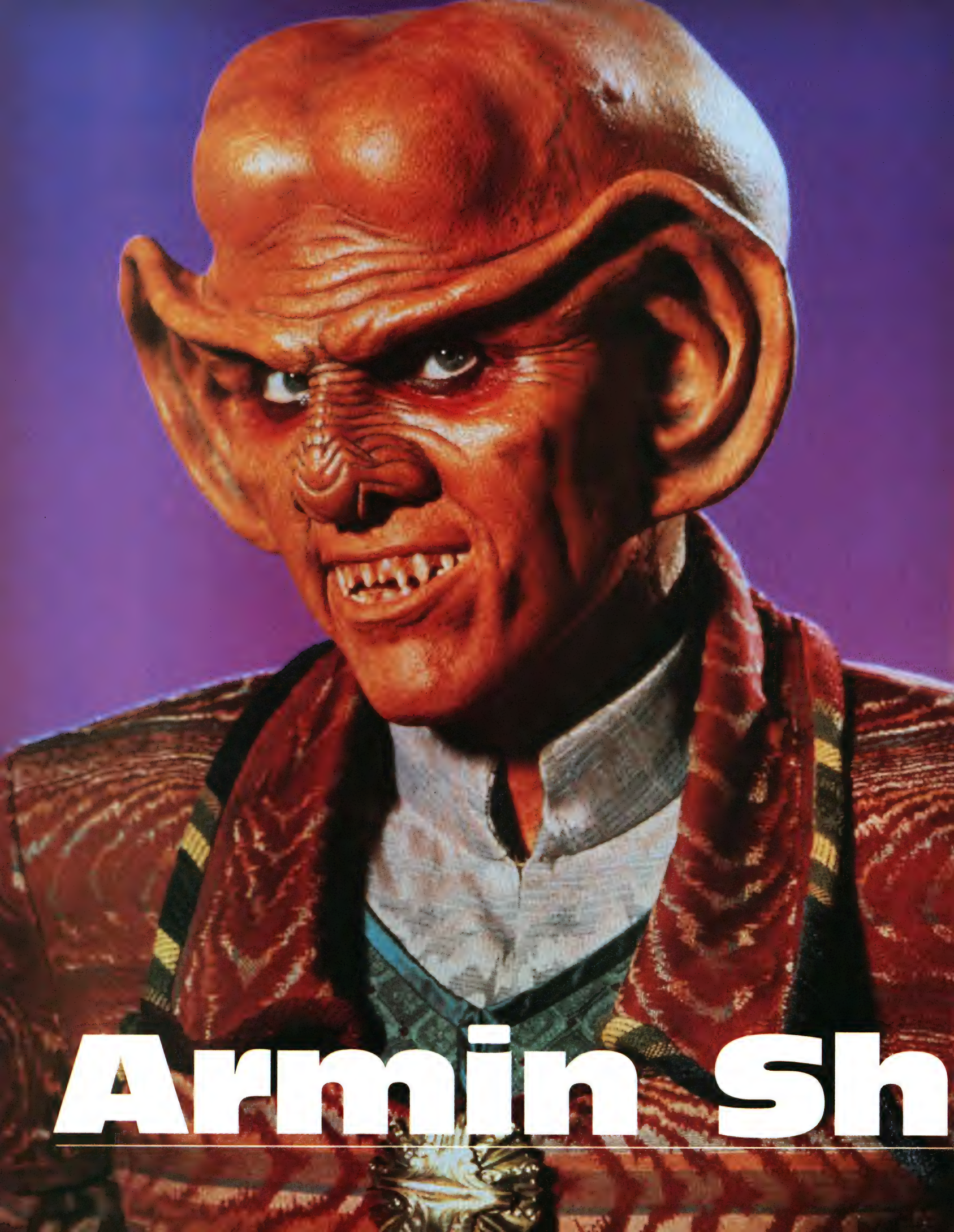
MESS HALL (Deck 2)
The mess hall provides a social atmosphere as well as a dining facility for the crew. It is within these walls that the crew of the *U.S.S. Voyager* sample the creative concoctions of their resident chef, Neelix.

TRANSPORTER ROOMS 1-2 (Deck 4)
Equipment in these chambers instantly sends and receives crew members from one location to another with the transporter beam. This technology is currently unique to Alpha Quadrant sciences and a valuable weapon in the Delta Quadrant.

SICKBAY (Deck 5)
Sickbay is a fully equipped medical facility, prepared for any challenge - including the loss of a doctor. Inside this medical chamber lives the holographic Doctor. Capable of the same medical experiments and procedures as 'living' medics, the Doctor has one limitation; he can only exist inside sickbay.

HOLODECKS (Deck 6)
This fantasy experience duplicates with startling reality almost any landscape. Since *U.S.S. Voyager* is lost in an unfamiliar part of the galaxy, many crew members seek refuge in the Holodeck with their memories of what was and fantasies of what's to come.

MAIN ENGINEERING (Deck 11)
Engineering is the home of the *U.S.S. Voyager*'s highly advanced warp drive system. This system allows the starship to exceed the warp speed limit, imposed in the *Star Trek: The Next Generation* episode *Force of Nature*, without damaging the nearby space continuum.


Armin Sh

'Money's the wise man's religion'

– Euripedes

'Opportunity plus instinct equals profit'

– The 9th Ferengi Rule of Acquisition

Questioning Quark

Joe Nazzaro catches up with Deep Space Nine's favourite barkeeper...

When Armin Shimerman walked onto the *Paramount Pictures* lot in 1987 to play a talking box in an episode of *Star Trek: The Next Generation*, he had no idea that he would be spending the better part of the next decade as a part of that universe.

"I'm one of those lovely Hollywood stories that people like to talk about," says Shimerman, who's been playing Quark, the wily Ferengi barkeeper on *Star Trek: Deep Space Nine*, since its pilot episode. "Every actor in Hollywood has this daydream that because of some work they did on one episode, the producers saw it, really liked it and kept them in mind for something major later on down the road. That rarely happens, and it's really the brass ring that we all talk about.

"I was a big fan of *Star Trek*, and I wanted to get a good part on *ST:TNG*, and I said I would do the box [in the first season episode, *Haven*]. The agreement was, I would take no billing so that it would be possible for me to come in and do something else. What often happens on television is that you come in and do a role, and because you're familiar for that role, the producers are sort of required not to use you again for another three or four years so their audience has forgotten you and you can come back as something else. So, being covered in make-up for this small part – basically a talking prop – we made the agreement with the casting people that I could come in for something else.

"The serendipity was, I had just finished the box when they were looking for short character actors to play this new species called the Ferengi. Because I had just done the box and they were happy with it, and I was a short character actor, they brought me in for the Ferengi and that's how it started."

Looking back at that early role as the Ferengi Letek in *The Last Outpost*, Shimerman admits being embarrassed by his work in that episode and what was done with the species. "Anyone who's read the textbooks knows that the Ferengi were originally supposed to be short Klingons. We were supposed to be this menacing race that ate their enemies. We were supposed to be terrifying. Instead, the combination of the way my choices as an actor went as well as the director's choices, meant the Ferengi started out as sort of gerbils, jumping up and down on rocks, and I was really embarrassed by it.

"Once I was cast as Quark, aside from all the other things one wants to do when one starts a new show, I also had an agenda: to try and resuscitate and redefine the Ferengi if I could, and I must say, Max and I have come a long way towards doing that."

Shimerman is referring of course to Max Grodenchik, who plays Quark's somewhat dull-witted brother Rom in the series. The two actors, who had both played Ferengi characters in *ST:TNG*, were both in the running for Quark at one point. "I'm not sure how short that list was, but Max and I were certainly the contenders; at the end, we were the last two left standing. We started our relationship during that audition process, which was very competitive, and it's a compliment to the both of us that in the midst of this competition, these two actors who had never met each other – I had seen him on *ST:TNG* and liked his work as a Ferengi –

Opposite and left: *Quark, desirer of all he beholds!*

QUARK PROFILE

ca. 2333 *Born to father Keldar and mother Ishka on Ferenginar. His father buys him his first copy of the Rules of Acquisition, but it is his mother who helps him learn them.*

2351 *Celebrates Age of Ascension rites. Despite his father's advice to stay close to home, he leaves his home on Ferenginar 10 years before Rom does. In his twenties, he apprentices with the District Sub-Nagus until he sleeps with the boss's sister and loses his fast-track standing. Serves on a Ferengi freighter for eight years, where he learns some engineering and transporter skills while serving as cook.*

2360s *Runs a black market from then-Terok Nor (now DEEP SPACE NINE) for the occupied Bajorans and illegally sells food to them while also catering to Gul Dukat and the occupying Cardassians with freebies to earn his exclusive casino franchise.*

2362 *Co-indicted by the Romulans as the middleman with alien thief Fallit Kot for hijacking a Romulan ale shipment, but testifies against Kot and gets off.*

2363 *Has one-month fling with Cardassian journalist Natima Lang, the love of his life. She doesn't turn him in for aiding Bajorans, but feels betrayed and breaks off the affair when he uses her secret access codes as payment for bogus goods – an act he much regrets later...*

2365 *First meets Kira and then Odo on Terok Nor after secret collaborator Vaatrik's murder, backing up her alibi.*

2369 *Plans to leave newly renamed DS9 amid shambles of Cardassian withdrawal but stays on only when coerced by Sisko, who threatens to jail his nephew Nog for a petty theft if he leaves. His stolen replicated food helps spread aphasia virus on station. Helps collect proof to exonerate rival Odo of murder. Serves briefly as Grand Nagus and faces death threats when Zek fakes his demise to trick his unfaithful son.*

were able to sit down and have a wonderful 30–45 minute chat about the audition, what the future might hold, and if one of us got Quark didn't the other character Rom look pretty good as well?

"We started out on a good footing, and one of the great joys of doing *Star Trek* is that I get to work with Max Grodenchik. I've always said that if you got a character that was a combination of my Quark and Max's Rom, you'd have the perfect Ferengi."

As Shimerman recalls, there came a point early in the first season of *ST:DS9* where he began to feel he had a firm grasp of the character. "It was the episode where everyone caught the plague and got aphasia [*Babel*], and it turned out that Odo and Quark were the only ones who didn't catch the disease.

"Odo invited Quark onto the bridge to help, and I remember stepping onto the Ops set, which I had never been on before, and all of a sudden I had this enormous sense of this being a great toy that Quark could play with, and I had a great feeling of delight and of being alive and *joie de vivre*. That, I realised, was the key to Quark's character - that yes, he did things because he was greedy, but also because he *enjoyed* doing it. That was an immense insight into the character, and that was the day that I began on the right road to making the character more three-dimensional.

"The problem with the Ferengi in *ST:TNG*," Shimerman explains, "was that they were always one-dimensional. The writers wrote them that way, the directors directed them that way, the actors were shown past tapes and told, 'That's the way we play them.' I, like the myth of Sisyphus, have been trying to push that rock off the side of the hill, to try and transform them from a species that was totally written off, to one that people might be fond of as they are the Klingons."

One of Shimerman's biggest allies behind the scenes is his make-up artist Karen Westerfield, who on each shooting day helps transform the actor into his Ferengi alter–ego. "Karen and I are attached at the hip. She is there every day, 20 minutes before I get there, and 20 minutes after I leave, and I have long days. I'm very much indebted to her, because her artistry is what makes Quark as popular as he is.

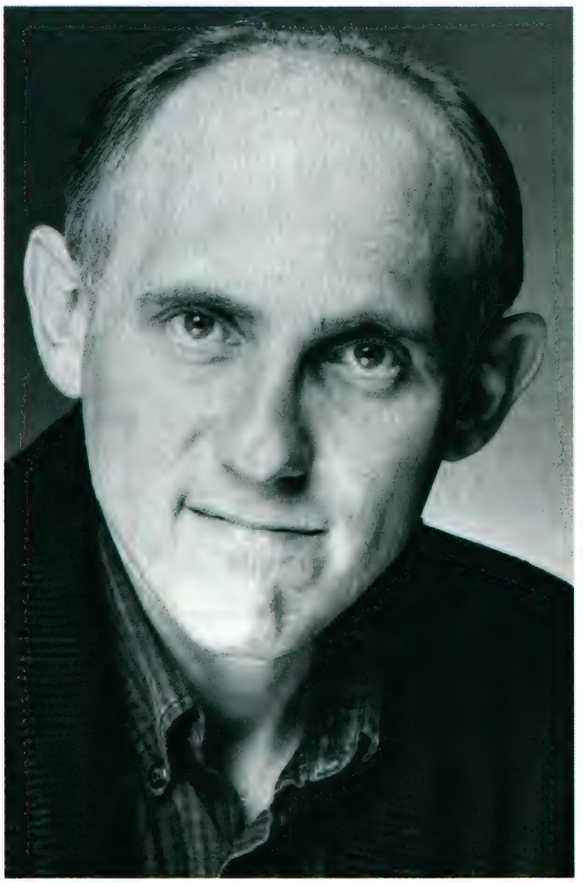
"Without Karen's artistry, the camera would not be able to get in as close to my face as they do. I'm eligible to get a lot of close–ups because Karen's work is so good that you can get really close and you can't see any of the seams or blendings. It has a three–dimensional look to it that, I must say, I don't believe any of the other make-up artists who work on Ferengi can get in that make-up. She's aiming at a higher level of expertise, and for that I'm very appreciative, and that's why we've stayed together."

In those first few seasons of *ST:DS9*, Shimerman's priority was trying to establish a level of credibility, both for Quark and the Ferengi in general. "It was a tough road, because [Executive Producer Rick] Berman's comment to me after the pilot was, 'You cannot change the Ferengi, they've been doing this for seven years now; you have to fit into the species that's already been created.' I said okay, but the little voice in the back of my head said 'We'll see!' For the first two years it was sort of underground warfare, where I would make choices thinking, 'Well, it's on the tape; if they don't like it, we'll have to re-shoot it, and I know that's expensive and they won't do that.' When

Rule 21

Never place friendship before profit

– Quark, *Rules of Acquisition*



Armin Shimerman PROFILE

BIRTHDAY: 5 November
FAMILY: Married to actress Kitty Swink with two dogs: Maggie, a thoroughbred Samoyed, and Percy, a short-haired 'character actor dog.'
EDUCATION: University of California

Selected Credits

THEATRE
Three Penny Opera
Saint Joan
Broadway
I Remember Mama

TELEVISION
Beauty and the Beast
Brooklyn Bridge
Hill Street Blues
Civil Wars
L.A. Law
WIOU
Star Trek: The Next Generation
Star Trek: Deep Space Nine

FILM
Slaughter of the Innocents
Arena
The Hitcher
Blind Date
Stardust Memories
Dream Man
An Eye For An Eye

HOBBIES
Tennis, chess

you're on the set, there are no writers or producers there, it's just you and the director, and if you're a series regular, you have a bit more power than the director does.

"So I began to have this unknown warfare, trying to do things with the character, and about the second year, I began to have conversations with Ira Behr, who was very amenable, as was Robert Hewitt Wolfe, about making the Ferengi more three-dimensional. They began to listen and to change their attitudes, and, in fact, the episodes we've been doing this season are making a lot of headway. Max and I have just finished an episode called *The Bar Association*, which is really not a comic episode. It deals with very emotional elements, such as the relationship between brothers. As I said, the writers are in on this insidious sort of change, and they're trying to help as well."

That said, the Ferengi have become the perfect comic foils for the *Star Trek* Universe, prompting several humorous episodes over the course of four seasons, including *Rules of Acquisition, Prophet Motive* and *Family Business*. The trend began with the first-season episode *The Nagus*, which introduced the eponymous Ferengi leader played by veteran character actor/playwright Wallace Shawn.

"I would say that was the first time that the Ferengi were showcased in any show," says Shimerman, "and made to be something other than what they'd been on *ST:TNG*. It was a comic episode, and, since *The Trouble With Tribbles*, it was probably one of the few comic episodes that had ever been written for *Star Trek* that was primarily meant to be a comic episode. It wasn't meant to be going boldly where no man has gone before; we were comically staying in one place."

Rule 57

Good customers are as rare as Latinum. Treasure them

– Quark, *Armageddon Game*

Continuing the tradition of comedic episodes in the fourth season is *Little Green Men*, a personal favourite of Shimerman's, in which Quark, Rom and Nog travel back to 1947 Earth, creating the infamous Roswell incident. "It was a wonderful script," the actor enthuses; "I lay the success of that episode very much at the feet of Ira and Robert who wrote it. It was such a wonderful script with such a wonderful idea that it was a joy to do. Max and I rehearsed so much

Opposite page:
Top left: *The best of enemies*
Bottom left: *Putting his brother first... in line*
Bottom right: *Karen Westerfield adds the finishing touches to Quark's make-up*
This page:
Top left: *The man behind the lobes – Armin Shimerman*
Left: *Letek... a Ferengi with a serious attitude problem*
Following page: *Why must he be a Ferengi in love...*
Top left: *...with ex-Cardassian lover, Natima Lang...*
Top right: *...defending Klingon wife Q'ono'S...*
Bottom left: *...and with ex-Ferengi lover, Pel*

2370 *As an off-worlder, becomes target of short-lived terrorism by The Circle isolationists of Bajor. Allows thieves of Dax symbiont aboard DS9, then helps stop their plan in guilt. Helps a returned Natima Lang to escape to further Cardassian underground, despite calling her the love of his life. Later he falls for Pel, a feminist like his mother whom he cannot commit to after her revelation as a female costs Quark a cut of all the Grand Nagus' future Gamma Quadrant profits. Inadvertent supplier of arms to the Maquis' first attack. After having led trade mission to contact Karemma of the Dominion, he becomes the first Ferengi to meet a Jem'Hadar and Vorta of the Dominion when captured with Sisko on Gamma Quadrant vacation eight months later.*

2371 *At Zek's request, is aboard the* U.S.S. Defiant *for its first Dominion contact mission. Married temporarily to Klingon matriarch Grilka, he faces down her rival D'Ghor before the Klingon High Council on Q'ono'S to save her house, after murdering her husband Kozak in self-defence. Becomes only the third known non-Bajoran, after Sisko and Zek, to experience an orb vision when single-handedly restoring the Nagus to his previous state, saving Ferengi civilisation as we know it from the Prophets' idealism. Finally makes up with his mother after revisiting the homeworld for the first time in 20 years when she refuses to go naked and admits to making profit, endangering Quark's livelihood in fines and support. Tries to ban and even sabotage Nog's admission to Starfleet Academy, but for the first time Rom stands up to him and allows it.*

2372 *Ship finally repaid to him by Cousin Gaila is sabotaged, and Nog, Odo, Rom and he are plunged into Earth's orbit back in AD 1947, where they barely escape capture. Forced to allow his employees to unionise despite Ferengi Commerce Authority intervention, he then watches as a self-confident Rom resigns from the bar to work in the station maintenance crew.* ■

that whatever [director] Jim Conway threw at us, we were able to say, 'Okay fine, we can do that.' Certainly Aron [Eisenberg, who plays Nog] was an important part of that as well; it's a trio not a duet, and the three of us worked very hard on it."

The most recent Ferengi episode, *The Bar Association*, marks a major turning point in the relationship between Quark and Rom. "It's very much what I thought was lacking in *Family Business*, about the underlying dramatic quality that fed the comedy. *The Bar Association* may be funny in places, but it's out of real tragedy that happens between the two brothers.

"I don't think Quark changes too much in this episode, but Rom certainly does, and I think that's great. Max has always been a little bit leery about changes to his character, but I think the changes that are happening to Rom are wonderful. The stronger Rom becomes, the better it is for me as the actor playing Quark, because there's more to work against. We have more conflict, and conflict is what makes any entertainment more interesting."

Rule 47

Never trust anyone whose suit is nicer than your own

– Quark, ***Rivals***

During his time away from *ST:DS9*, Shimerman continues to pursue a number of other interests, including his ongoing teaching work, and supporting several charities. He also manages to fit in the odd acting job from time to time, including a recent appearance on the popular sitcom *Seinfeld* and the film *An Eye For An Eye*.

"I do have quite a bit of time off, so I'm able to have more of a private existence, and of course the anonymity from the make-up also makes it that much better because I have even more privacy. It does make for an ideal life. I have a wonderful job, a good salary, I do wonderful work as far as the material that's given me, and I still have a life, so I'm very blessed in that respect."

Inevitably the subject turns to life after *ST:DS9*. While Armin Shimerman says he's still challenged by his work on the series, he has started thinking about what he'll do when Quark's Bar finally closes for business. "One of the things I'm doing this weekend is spending it with an editor and a writer, and I'm going to start writing a series of SF novels, which will probably start appearing in September if all goes well.

"I hope when the series is over and I've accumulated a certain amount of money for a nest egg, I will be able to go back and do what I've always done before, and that's continue to be a classical actor on stage, and do some of the Shakespearean roles that I haven't had a chance to do. The luxury of being on this show and having the time off is I can find out who Armin Shimerman is, what potential he has and how to fulfil it!" ■

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TITAN

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and

Rule 10

Greed is eternal

– Quark, *Prophet Motive*

nly Fools Humans...

Andy Lane delves into the Rules of Acquisition and the Ferengi that abide by them...

It's an old science fiction cliché that alien races only display one particular character trait or form of behaviour, while Humans can turn their hand to anything. *Star Trek* is no exception. All Klingons are arrogant; all Cardassians are devious; all Pakleds are stupid; all Vulcans are logical; and, of course, all Ferengi are avaricious. You think Ferengi, you think greed. They're the Del Trotters and Arthur Daleys of the *Star Trek* Universe.

Rule 34
War is good for business
– Quark, *Destiny*

***Previous page:** The Guru of greed*
***This page:** A far more arrogant and malicious version of the Ferengi made their first appearances in* **ST:TNG** *episodes...*
Above: Symbiosis
Below left: The Price
Below centre: The Battle
Below right: Suspicions

The Ferengi are first mentioned in *Star Trek: The Next Generation*'s pilot, *Encounter at Farpoint*, by Groppler Zorn, a member of the Bandi race who is desperately trying to persuade Picard to site a Starbase on Deneb IV. He slyly suggests that the Ferengi might be interested if the Federation are not. There's a distinct threat there, as if the Ferengi are something to be feared. At that stage nobody from the Federation has ever seen a Ferengi, although ships had come into conflict. Picard himself had engaged and destroyed a Ferengi ship nine years before when it fired on his own ship. The implication is that the Ferengi are a dangerous race, a threat to the Federation much like the Klingons or Romulans of the original series.

Three episodes later, in *The Last Outpost*, the *U.S.S. Enterprise NCC-1701–D* gives chase to a Ferengi ship. Both ships are caught in an automated trap laid by an extinct alien race, the Tkon, and forced to confront one another. The crew of the *U.S.S. Enterprise* get their first look at the Ferengi – small-framed, bald-headed, large eared, crook-toothed and twitchy, like a life form descended from fruit bats. Not so much of a threat, after all. Data says of them: "The Ferengi are... well, the best description may be 'traders'... A comparison modern scholars have drawn from Earth history likens the Ferengi to the ocean–going Yankee traders of 18th and 19th Century America... who, in this case, sail the galaxy in search of mercantile and territorial opportunity." Contrast this with Major Kira's rather more concise description a few years later in *Star Trek: Deep Space Nine*: "They're greedy, misogynistic little trolls!" We are exposed to their attitudes towards women in *The Last Outpost*, when they castigate Riker for allowing Tasha Yar to speak and to wear clothes (no sniggering at the back, please).

The Ferengi in this story are quite different in many ways from the ones we have come to know and despise. They cower and posture strangely, their ears are remarkably sensitive to noise and they have a marked aversion to using visual communications. Contrast this with Quark, the Ferengi from *ST:DS9*, who walks upright, can tolerate the high levels of noise in his bar remarkably well and is quite happy using visual communications with anyone he might be doing business with.

In *The Battle*, four episodes later, the relationship between the Federation and the Ferengi Alliance has improved to the point where DaiMon Bok – a Ferengi captain – can offer a gift to Picard. Bok has a way with words – "As you Humans say," he blithely states at one point, "I'm all ears," – but he also has a cunning plan. His gift is the remains of Picard's old ship, the *U.S.S. Stargazer*, but Bok's son was the captain of the ship Picard destroyed nine years before. The ship has been fitted with a booby–trap intended to drive Picard mad and force him to blow up the *U.S.S. Enterprise*. The dastardly plot is foiled, and Bok's crew take him off in disgrace (not so much because he was trying to destroy Picard and the *U.S.S. Enterprise*, one suspects, but more because he *gave* rather than sold Picard's ship back).

Stunningly, it's almost 50 episodes later that we see another Ferengi. This one's name is DaiMon Goss, who's negotiating to buy a wormhole from the Barzan people. A typical Ferengi, Goss is prepared to lie, cheat, steal and murder in order to get his hands on that wormhole and the profit it represents. This episode, *The Price*, marks the start of a mysterious renaissance of interest in this race of wheelers and dealers. Only 11 episodes later we have *Captain's Holiday*, in which an unscrupulous Ferengi (is there any other kind?) tries to steal a super weapon from the future, and five episodes after that an amorous Ferengi kidnaps Lwaxana Troi in *Ménage à Troi*.

There must be some kind of Law of Conservation of Ferengi operating in the *Star Trek* universe because, having fitted three Ferengi appearances into 17 episodes, the producers then made us wait another 36 episodes before allowing us a fleeting glimpse of one in *Unification, Part II*. This was, it has to be admitted, a particularly corpulent

Rule 35

Peace is good for business

– Dax, *Destiny*

example of the species (as in, "Who's your fat Ferengi?"), but his size didn't make up for the lack of his brethren in the series. Blink and you might have missed him: he was sitting in a bar, listening to Klingon opera, and he reluctantly provided Riker with vital information.

The Perfect Mate had two Ferengi playing it for laughs. They break into a sealed container in one of the *U.S.S. Enterprise*'s cargo bays in search of plunder, and inadvertently revive a woman in suspended animation. The Ferengi are just there to provide an excuse for the container being opened, but they're worth it if only for the moment when Qol, the leader of the two, is asked why he was in the cargo bay in the first place. "This is a misunderstanding," he protests, "I was looking for the barber's shop."

Rascals, 12 episodes later, involves a renegade group of Ferengi whose intention is to take over the *U.S.S. Enterprise* and, presumably, change the registration plates and sell it on the forecourt of a planet somewhere out in the boondocks. Any race could have been used in this story however, and one can't help but feel that their inclusion was a subtle attempt by the show's producers to remind people of what Ferengi were, two months before the first episode of *ST:DS9* premièred, with its three resident Ferengi.

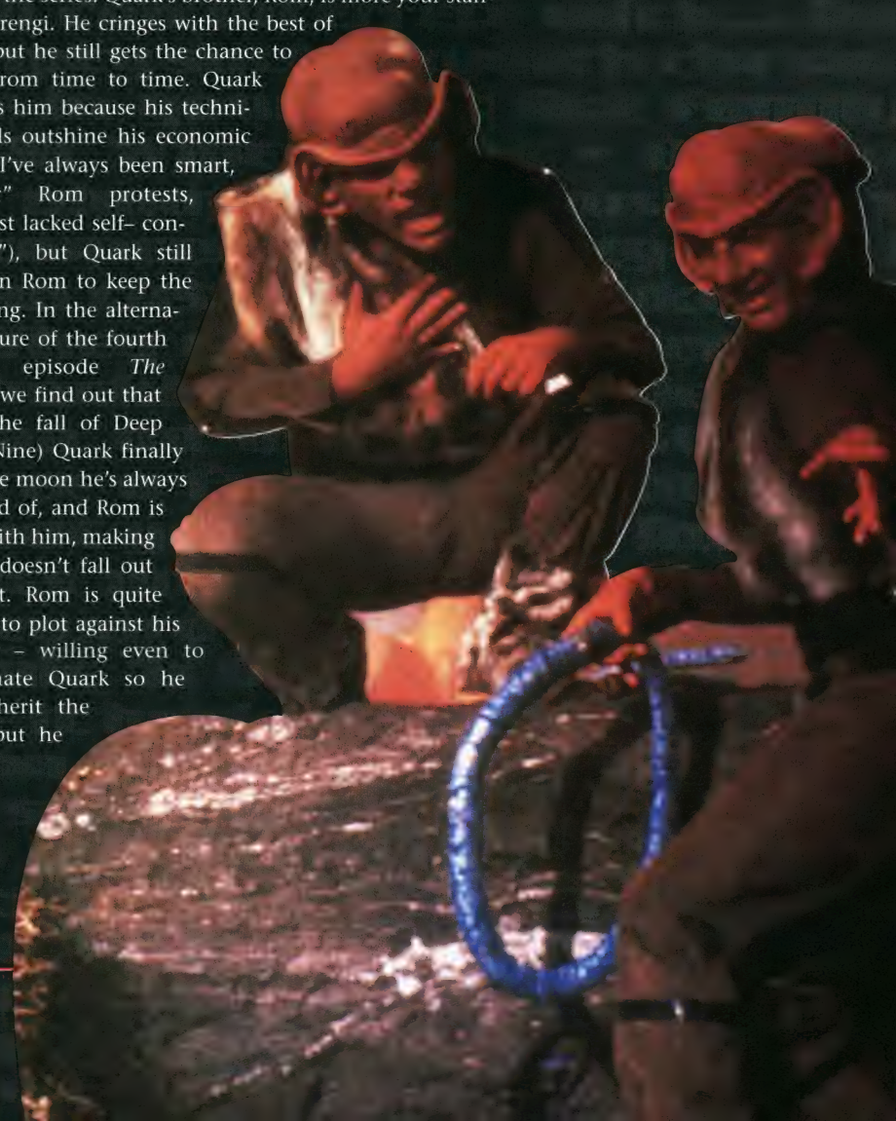
Suspicions breaks the tradition of sneaky, greedy Ferengi by showing us one who has become a scientist. There aren't many Ferengi scientists or technicians – Quark's brother, Rom, is another – and this one is murdered during his attempts to investigate the interior of a star. Here, we discover that the Ferengi Death Ritual requires a body to be buried intact and without being disturbed – in contradiction to *ST:DS9*'s *The Nagus*, in which we are told that the cadavers of notable Ferengi are freeze–dried, diced and sold as collectors' items.

Another 25 episodes pass like a flash, and suddenly we're in *ST:TNG*'s last season. The producers try to cram in everything they can, including the Ferengi. Quark, *ST:DS9*'s loveable old grouch of a bartender, turns up briefly in *Firstborn*, breaking the Ferengi Code again by appearing on the *U.S.S. Enterprise*'s view screen in glorious living colour, imparting information and managing to make a profit even over all those light years. The very next episode, *Bloodlines*, reintroduces DaiMon Bok – Picard's adversary from the first season. Bok has paid his way out of prison, and is out to revenge himself against Picard. Again, he ignores potential profit, and again his crewmates do the dirty on him and take him away. If Quark had been in his place, Picard would be dead and Quark might well own the *U.S.S. Enterprise*.

Mention of Quark brings us neatly on to *ST:DS9*. It's hard to pick selected Ferengi episodes from this series, given that three main cast members are playing members of the race. And playing them very well, one might add. In all the episodes of *ST:TNG* in which Ferengi appeared, we never got to know them in anything more than a superficial manner. They were small, funny aliens with a greedy attitude and four–lobed brains – that's all. Quark, Deep Space Nine's barkeeper, is a different matter. Armin Shimerman invests the part with dignity and humour (despite the 109th Rule of Acquisition: dignity and an empty sack is worth the sack), playing Quark as a being driven by a complex mixture of characteristics, of which greed is only one. Quark can be noble, loveable and witty as well as sneaky, greedy and manipulative. We've seen him wheeling and dealing, of course, but we've also seen him in love (with a Cardassian!) and in command of the station. His attitude towards difficult customers can be summed up in one simple statement: "I'll stand up, look them straight in the eye, and offer them a bribe."

Above: *Size isn't everything*
Below: *Armin Shimerman makes his first appearance in* The Last Outpost

He's a marvellous creation, and he gets most of the best lines in the series. Quark's brother, Rom, is more your standard Ferengi. He cringes with the best of them, but he still gets the chance to shine from time to time. Quark despises him because his technical skills outshine his economic ones ("I've always been smart, brother" Rom protests, "I've just lacked self– confidence"), but Quark still relies on Rom to keep the bar going. In the alternative future of the fourth season episode *The Visitor*, we find out that (after the fall of Deep Space Nine) Quark finally buys the moon he's always dreamed of, and Rom is there with him, making sure it doesn't fall out of orbit. Rom is quite willing to plot against his brother – willing even to assassinate Quark so he can inherit the bar – but he



Ferengi Direction

INTERVIEW BY JOE NAZZARO

"When you're dealing with the Ferengi, you really have a broader range to work in, and can push it a little further," says actor-turned director René Auberjonois, who's rapidly becoming an expert on the avaricious aliens. His first two directorial efforts for *Star Trek: Deep Space Nine* were both Ferengi stories: *Prophet Motive*, in which the Grand Nagus arrives on the station, along with his newly revised Rules of Acquisition, and *Family Business*, where Quark and Rom return to the Ferengi homeworld to deal with their mother Ishka's illegal profit-making activities.

As proof that a director cannot go too far where Ferengi are concerned, Auberjonois recalls a scene in *Prophet Motive*, where the Grand Nagus is being abducted. "His man-servant is carrying him around the corner in a sack, and as they come around the corner, Quark sticks his head out first, then Rom sticks his head out underneath, and they both tiptoe down the hallway. When we staged it, I thought, 'This is so Marx Brothers!' and that [Executive Producer] Ira [Behr] would be horrified, but in fact he was delighted with it. There were several times that I wondered, 'Am I going too far with it?' because humour is a pretty tricky thing in *Star Trek*."

Auberjonois concedes that his approach to directing *Prophet Motive* was significantly different to *Family Business* a few months later. "With the first episode," he explains, "I was so concerned about being underprepared that I wasn't ready for how much support you get from the director of photography and the crew. What I learned from the first episode, which I applied to the second one, was to let people do their work, and not to be so worried about being in control of every single thing. In some sense, that one was a little easier, because I really focused on the acting, and how to stage it, and allowed the director of photography to help me figure out the shots and not try to have it all mapped out ahead of time. I had done a great deal of homework on both scripts, and as I think I've mentioned before, worked very closely with Armin [Shimerman], Max [Grodenchik] and Andrea [Martin], who came in on weekends before we started, so we had already rehearsed. That was a real luxury for television; you don't usually get any rehearsal. The element of rehearsal remained the same on both shows, but basically I pulled back a little bit on my control-freak nature, and trusted and delegated more on the second one."

In addition to Shimerman and Grodenchik who play the Ferengi siblings Quark and Rom, Auberjonois praises the work of his guest artists, including Wallace Shawn, who played Grand Nagus Zek, and Andrea Martin as Ishka, the boys' illegally wealthy mother.

"I was the one who suggested Andrea Martin for the role, and was delighted when she agreed to do it. Rick Berman's assistant Christine called me when we were trying to get her and said, 'Andrea Martin is going to be calling Rick because she has some concerns about the make-up. He'll talk to her for a few minutes, and then he's going to have her call you, so you can make her comfortable.'

"I said, 'Tell Rick I'm happy to talk to her, but I am not going to paint a pretty picture; although I desperately want her to play the part, I'm going to do everything I can to discourage her from doing the show.'

"When Andrea did call me, I said, 'Look, I'm not going to lie to you, because I wear the make-up, and I know how hard it is. It is brutal, and I don't want to look at you at 1:30 in the morning on Friday when we have to do a big scene, and you're miserable, and feel that I lied to you and didn't tell you how uncomfortable, exhausting and difficult it is to work in the make-up.' She decided to go ahead with it, and was a real trouper. Even though she was very uncomfortable, she never lost her sense of humour, and the crew adored her."

The director also enjoyed working with Shawn, who had played the Grand Nagus in two previous episodes of *ST:DS9*. "There were things I did, in our show, like having him sing while he was in the bag. Of course it wasn't even him in the bag; it was an extra. He wasn't even there when we did that scene, because we only had him for a short time. Before he left that night, we went over to a quiet part of the stage to do some 'wild' lines. I'd say, 'Do a little singing,' and told him what I thought it was for, and then we recorded it and laid it in. That was one of those last minute ideas where you do it and yet the writers and Ira had never conceived of it, so it was a real bonus. They were all delighted with it. There were certain scenes that really lent themselves to a broader, slapstick area than I felt comfortable doing in any other scenes, and that was certainly one of them.

"The thing with both guests, Wallace and Andrea, is they both had very limited schedules, so we really had to shoot and get them out. Wallace had to go on to something else, and Andrea had another job too, so I couldn't go over it with them at all. That's difficult for any director, but for a new or first-time director, it can really be a problem. In both cases it worked out because they were so good, but it meant on each show there were a couple of Friday nights, which were the last nights I could have either of them, so we had to work early into the morning."

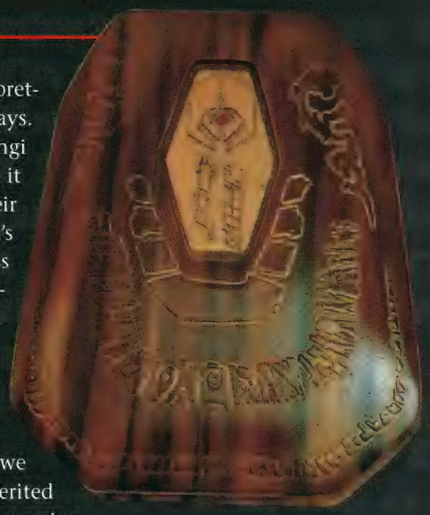
Looking back on both of these Ferengi episodes, Auberjonois says comedy is a difficult business, family or otherwise. "That is always the case, and the more you can swing the emotional pendulum, the better off you are. The more the audience is laughing, the more likely they'll be more moved when the time comes." ■

respects Quark as well. At the end of *The House of Quark*, in which Quark has married a Klingon, inherited a dynasty and fought a duel, Rom is quite happy to hear his brother tell the story back on Deep Space Nine yet again – even though he was there when everything happened.

Nog, the third Ferengi on the station, is Rom's son and Quark's nephew. A typical example of his race in many ways – he tries scams whenever he can and expects women he dates to chew his food for him – he takes after his father's side of the family in others, and ends up joining Starfleet as an ensign. Quark doesn't approve. "All it takes is for one impressionable youngster to join Starfleet," he says in the episode *Little Green Men*, "and a whole generation of Ferengi will be quoting the Prime Directive and abandoning the pursuit of latinum. It's the end of Ferengi civilisation as we know it!" Again, according to the events of the parallel universe in *The Visitor*, he ends up commanding his own ship.

Although almost every episode of *ST:DS9* has some kind of smart Ferengi line, some focus more on these diminutive capitalists than others. In *The Nagus*, the ruler of the Ferengi arrives on the station for a trade conference – along with his retinue of hangers on and back stabbers. He's a nasty, shrewd, wrinkled, vindictive old alien with a heart of pure latinum ("I'm old," he admits. "The fire dims. I'm just not as greedy as I used to be."), and when he dies it turns out that Quark is to be his successor. Of course, he isn't dead at all, and it's all a plot to test his son's fittedness for the position. In *Rules of Acquisition*, the Grand Nagus returns to the station with an offer for Quark, but Quark has his own problems. He is finding himself strangely drawn to his new waiter, Pehl, but unfortunately for Quark, Pehl is a female Ferengi disguised as a male (with false ears attached to her smaller female ones). Quark is torn between custom, attraction and profit – Pehl has a better head for business than he does, and is doing wonders for the bar. Much to Quark's regret, custom wins. He just can't throw off the shackles of his Ferengi nature.

Profit and Loss gives us an insight into Quark's emotional life when an old lover – a Cardassian – turns up on the station on the run from the Cardassian authorities and Quark has to help her evade them. The Grand Nagus returns to visit his favourite bartender in *Profit Motive*, and shocks Quark by abandoning capitalism in favour of just being nice and giving things away. It's all a terrible mistake, of course, and pretty soon he's back to his old money-grabbing ways. In *Family Business* we finally get to see the Ferengi homeworld – and a dismal, wet, swampy place it is too. Quark and Rom have returned to bail their mother Ishka out of trouble – like Quark's ex–waiter Pehl, she has started doing business on her own, as well as wearing clothes and talking to strangers. Unlike Pehl, she's not even trying to disguise the fact that she's female. She'll be sold into slavery if she doesn't confess, so the brothers have to persuade her that women just shouldn't act like this ("Mother – get undressed this instant!"). It's in this story we find out that Rom's technical aptitude was inherited from his father, and their mother was really running the family business all along.



In the fourth season episode *Little Green Men*, Quark is given a clapped–out spacecraft from a relative who hates him. He offers to give Nog and Rom a lift to Starfleet Academy on Earth, but sabotage sends them spinning back in time to Earth in the 1940s. It's a tremendously funny and satiric examination of Human and Ferengi foibles, with Quark firmly believing that, given a few years, he could be running the entire planet. We also find out something about Ferengi religious beliefs: their version of Heaven is the Divine Treasury, a building made of pure latinum where dead Ferengi bid for new lives under the eye of the Celestial Auctioneers, and their hell is the Vault of Eternal Destitution. Back in the future, and back in the bar, *The Bar Association* has Quark's staff setting up a union. Who can blame them – the Dabo Girls' contracts allow the proprietor of the bar to have sex with them...

Like most aliens in *Star Trek*, the Ferengi are an exaggerated version of one particular Human trait. Partly this is for fun, but it's also a way for the series to examine what it means to be Human. The Ferengi have a unique perspective on us, and the way we operate. "The way I see it," Quark says at one point, "Humans used to be a lot like Ferengi: greedy, acquisitive, interested only in profit. We're a constant reminder of a part of your past you'd like to forget... But Humans used to be a lot worse than the Ferengi: slavery, concentration camps, interstellar wars – we have nothing in our past that approaches this kind of barbarism. You see, we're nothing like you. We're better!" ■

Rule 18

A Ferengi without profit is no Ferengi at all

– Ben Sisko and Nog, *Heart of Stone*

Above: *The alternate rules of Acquisition*
Far left: *They came, they saw, they saved the Ferengi race as we know it, the family Quark*
Left: *One man, one nation, the Lord of the Latinum – the Grand Nagus*

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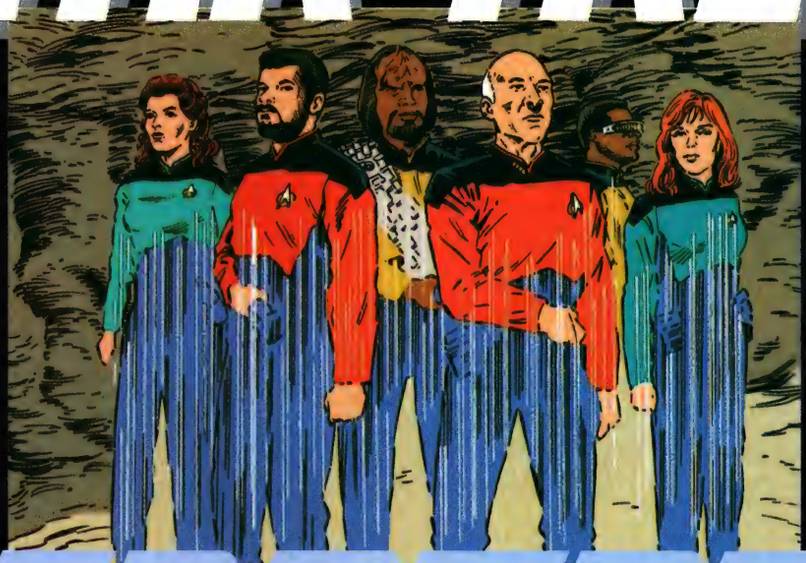


STAR TREK®
THE NEXT GENERATION™

CONVERGENCE
PART FOUR

The 23rd Century: Captain Kirk and the crew of the *U.S.S. Enterprise* are stunned by the sudden arrival and subsequent death of Gary Seven, a time-travelling agent of the mysterious group, AEGIS. The alien assassin also kidnaps Mr Spock; the Starfleet crew are powerless to stop it.

Spock finds himself trapped in a force bubble alongside a Romulan from the past – kidnapped at a point in time when Earth and Romulus were about to sign a peace treaty – along with Captain Harriman from the *U.S.S. Enterprise NCC-1701-B*, from Spock's future. Meanwhile, aboard the *U.S.S. Enterprise*, another agent of AEGIS arrives. Exana explains that an alien race, who she cannot name, are seeking to manipulate the course of history by removing pivotal figures from the timeline and changing it to their own ends – and Gary Seven and she set out to stop them, against the wishes of their 'patrons'. Now she needs the help of the *U.S.S. Enterprise* crew to stop this race... in the Devidian system.

The 24th Century: the *U.S.S. Enterprise NCC-1701-D* rendezvous with the son of Sarek, special envoy Sybok, on a mission within the Romulan empire to secure peace. Guinan senses something is badly wrong with events, but before she can voice her fears to Jean-Luc Picard, a Devidian appears and kidnaps Data.

As Guinan senses the time-stream changing with every passing moment, Picard, agonising over the situation which may bring about the extinction of an alien race simply trying to survive, orders the *U.S.S. Enterprise NCC-1701-D* to the Devidian system at maximum warp.

Can either crew prevent the changes to the universe before they become permanent – or will Spock and Data, trapped in a force bubble with other important figures of galactic history, discover their own escape route from the Devidians' terrifying plot?

MICHAEL JAN FRIEDMAN
Writer

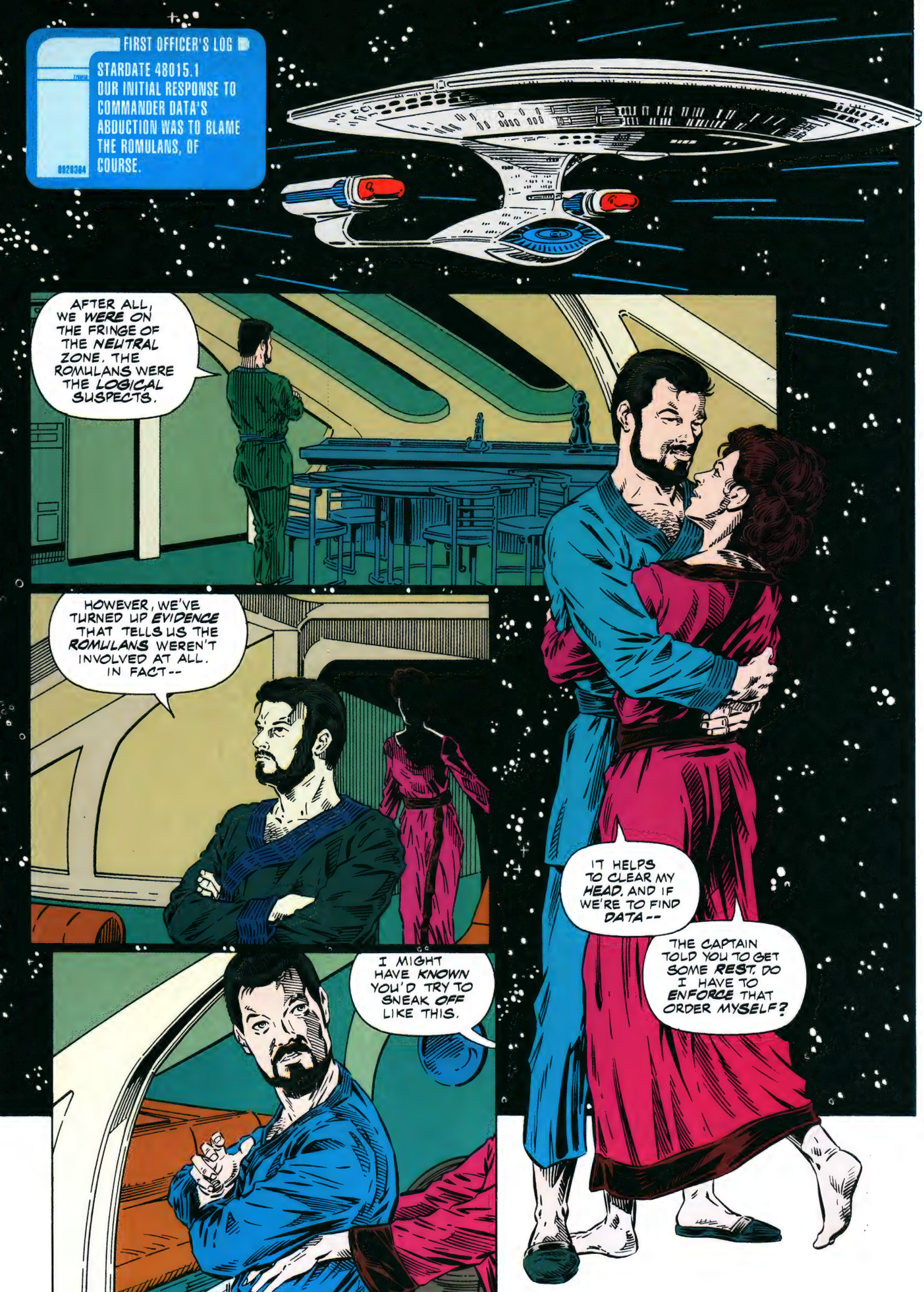
SAM de la ROSA
Inker

RICK TAYLOR
Colourist

KEN SAVE
Penciller

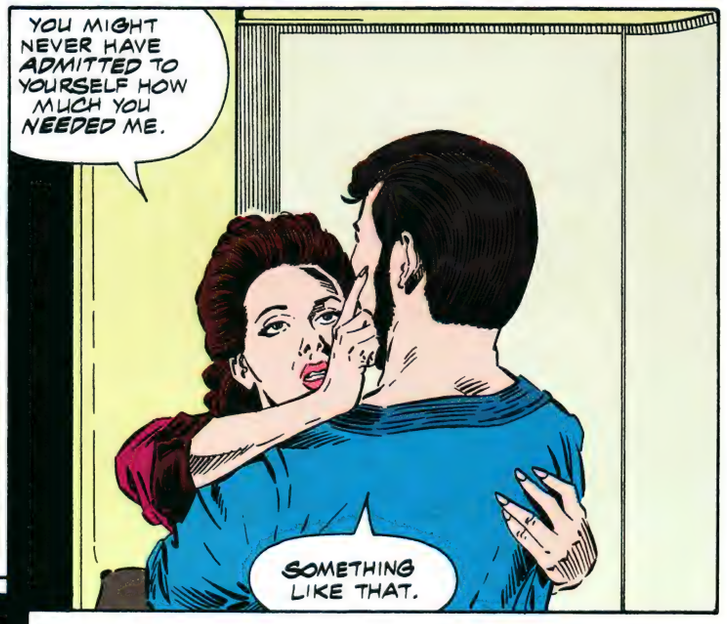
CHRISTOPHER ELIOPOULOS
Letterer

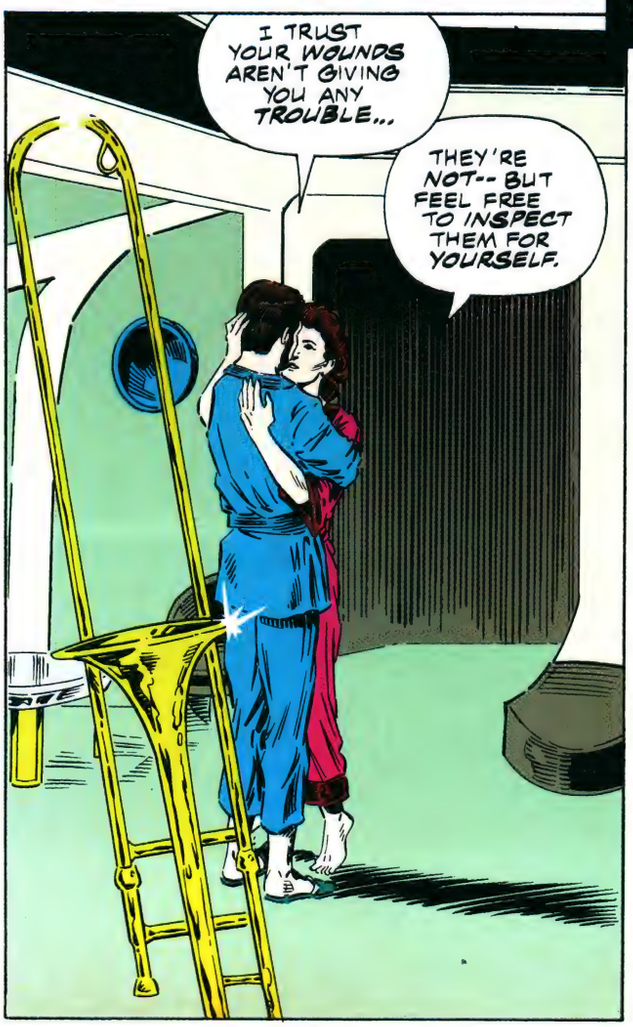
MARGARET CLARK
Editor


FIRST OFFICER'S LOG
STARDATE 48015.1
OUR INITIAL RESPONSE TO COMMANDER DATA'S ABDUCTION WAS TO BLAME THE ROMULANS, OF COURSE.
AFTER ALL, WE WERE ON THE FRINGE OF THE NEUTRAL ZONE. THE ROMULANS WERE THE LOGICAL SUSPECTS.
HOWEVER, WE'VE TURNED UP EVIDENCE THAT TELLS US THE ROMULANS WEREN'T INVOLVED AT ALL. IN FACT--
IT HELPS TO CLEAR MY HEAD. AND IF WE'RE TO FIND DATA--
THE CAPTAIN TOLD YOU TO GET SOME REST. DO I HAVE TO ENFORCE THAT ORDER MYSELF?
I MIGHT HAVE KNOWN YOU'D TRY TO SNEAK OFF LIKE THIS.

I DON'T KNOW. WHAT DID YOU HAVE IN MIND?
BELAY THAT, MISTER RIKER. THIS IS THE SHIP'S COUNSELOR YOU'RE ADDRESSING.
JUST BECAUSE I'VE GIVEN YOU SO MUCH PERSONAL ATTENTION...

BELIEVE ME -- I'M GRATEFUL, COUNSELOR, AND TO THINK I OWE IT ALL TO THE ROMULANS.
IF YOU HADN'T BEEN HURT SO BADLY IN THAT BORDER CLASH LAST YEAR... IF I HADN'T SEEN YOU LYING THERE WITH YOUR LIFE EBBING AWAY...


YOU MIGHT NEVER HAVE ADMITTED TO YOURSELF HOW MUCH YOU NEEDED ME.
SOMETHING LIKE THAT.


I TRUST YOUR WOUNDS AREN'T GIVING YOU ANY TROUBLE...
THEY'RE NOT-- BUT FEEL FREE TO INSPECT THEM FOR YOURSELF.

IMZADI...
"... WE CONTINUE TO PURSUE THE TRAIL LEFT BY COMMANDER DATA'S ABDUCTORS."

FORTUNATELY, WE WERE ABLE TO DISCERN THE RESIDUAL PRESENCE OF TRIOLIC WAVES IN THE SPOT DATA WAS TAKEN FROM.
THAT IS HOW WE KNOW THE DEVIDIANS ARE RESPONSIBLE FOR HIS DISAPPEARANCE, THE FACT THAT THE TRIOLIC WAVE EMISSIONS LEAD STRAIGHT TO THEIR HOME SYSTEM IS ONLY THE ICING ON THE CAKE.
OF COURSE, WE HAVE ENCOUNTERED THE DEVIDIANS BEFORE, AND WHERE THEY ARE INVOLVED, ONE CANNOT HELP BUT WONDER...
WAS DATA TRANSPORTED THROUGH TIME AS WELL AS SPACE?
ACTUALLY, THAT POSSIBILITY SEEMS INCREASINGLY LIKELY IN LIGHT OF--
CAPTAIN PICARD?
WE'VE REACHED OUR DESTINATION, SIR.
THANK YOU, MISTER ERAM. I'LL BE BUT A MOMENT LONGER.

STAR TREK CONVERGENCE

"APPROACHING DEVIDIA FOUR, COMMANDER ERAM."

"ESTABLISH SYNCHRONOUS ORBIT, ENSIGN."

"AYE, SIR."

MICHAEL JAN FRIEDMAN
writer

KEN SAVE
penciller

SAM de la ROSA
inker

CHRIS ELIOPOULOS
letterer

RICK TAYLOR
colorist

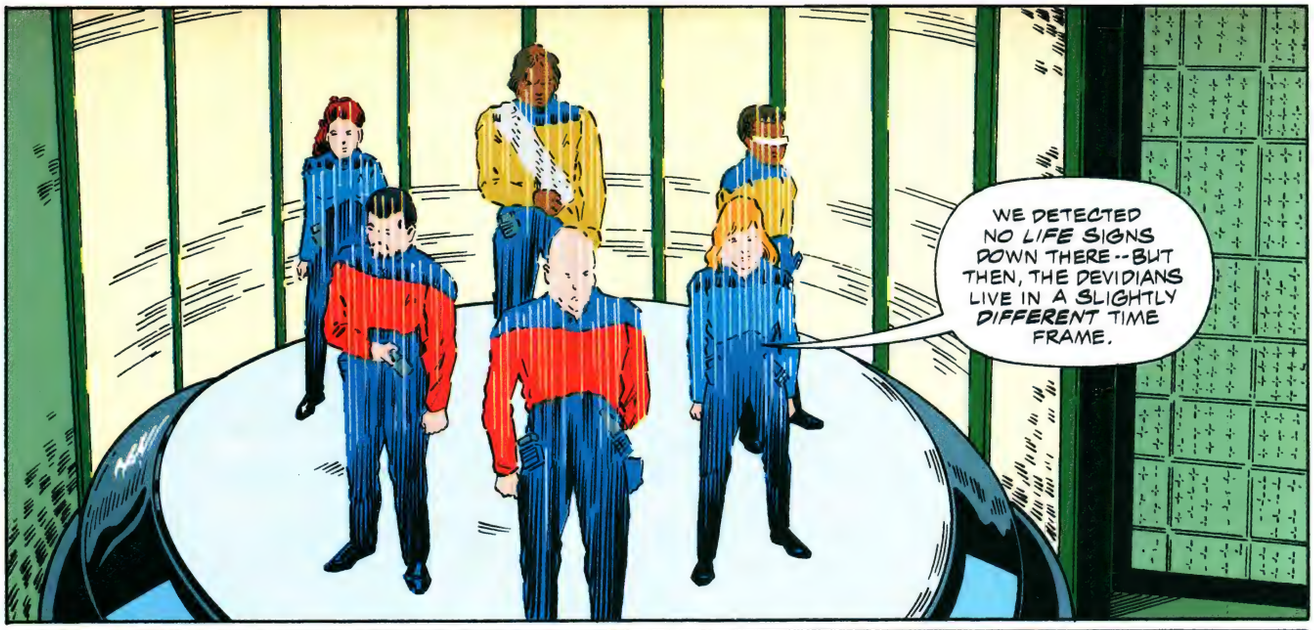
MARGARET CLARK
editor

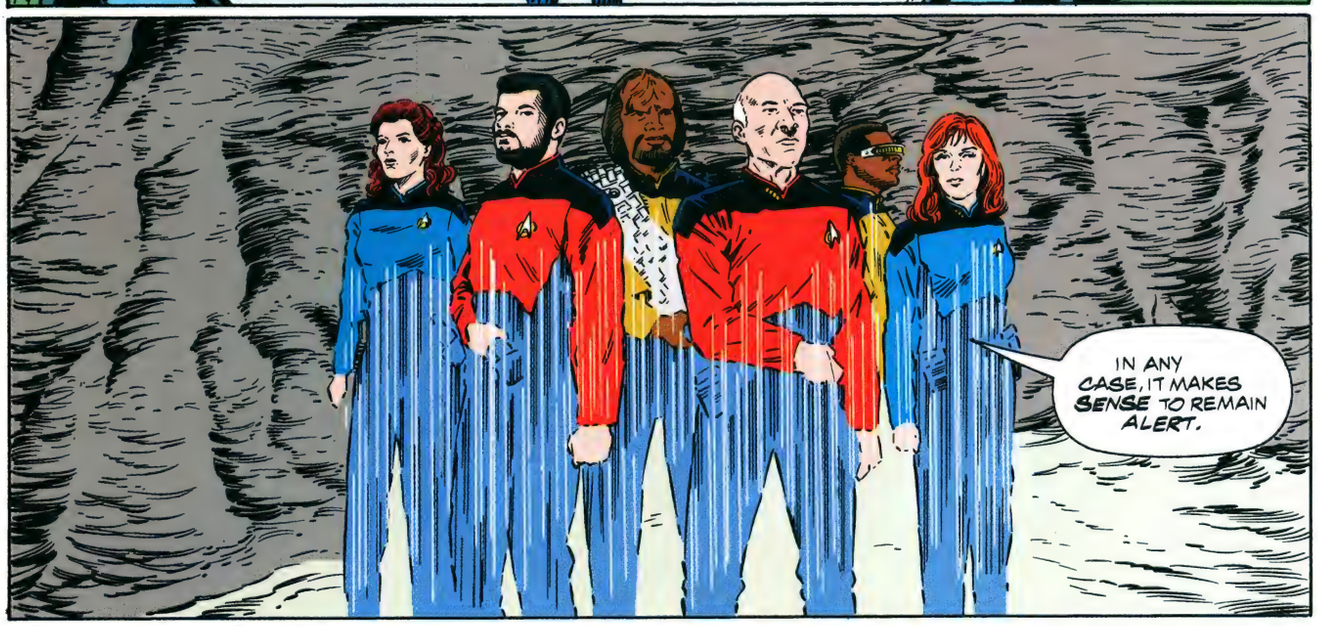
Based on
STAR TREK and
STAR TREK: THE NEXT GENERATION
Created by
GENE RODDENBERRY

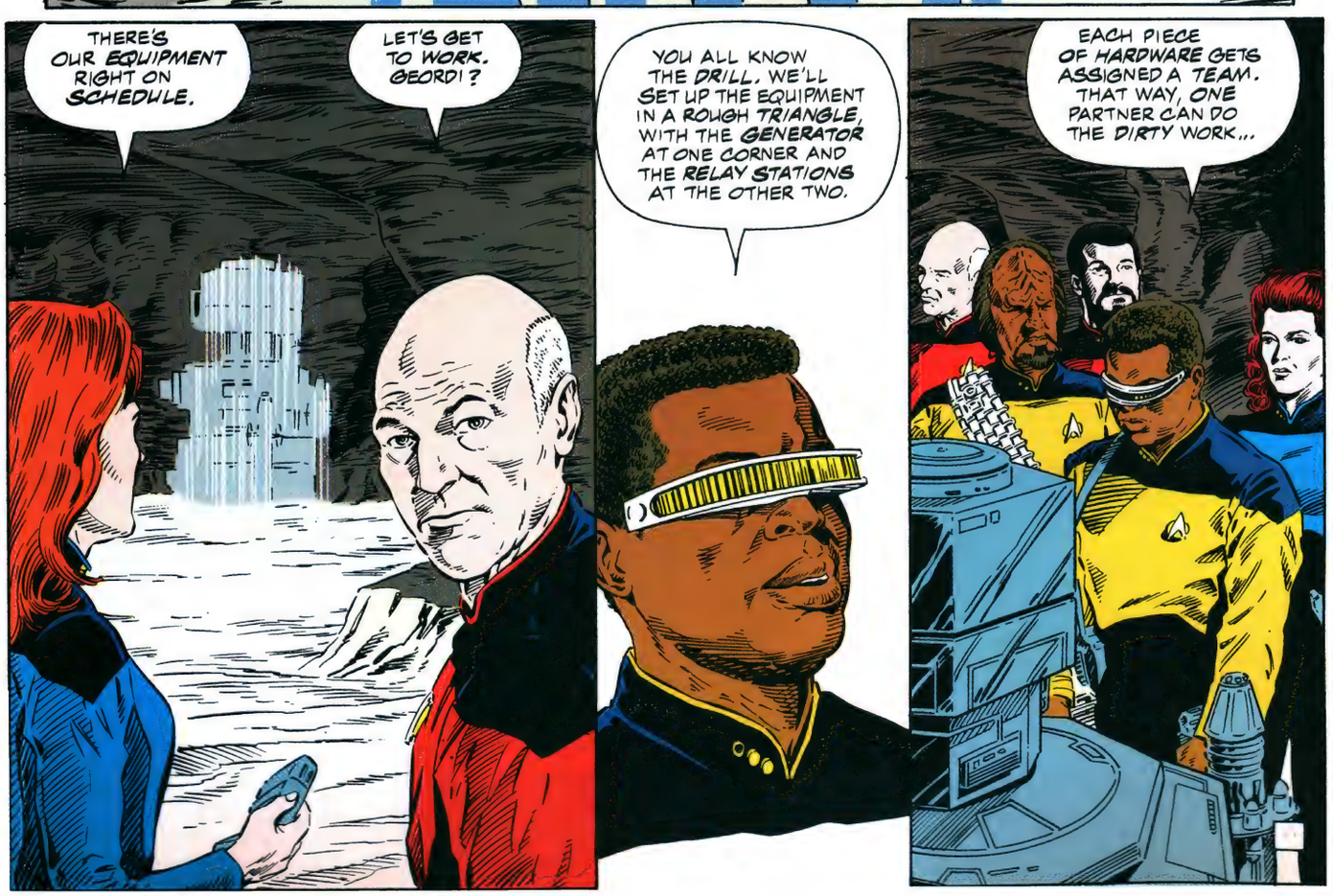
CAPTAIN'S LOG
AS I WAS SAYING...DATA'S TRANS PORT THROUGH TIME AS WELL AS SPACE SEEMS INCREASINGLY LIKELY IN LIGHT OF GUINAN'S OBSERVA TIONS.
AFTER ALL, SHE SEEMS TO HAVE A SENSE ABOUT THE TIMESTREAM AND SHE HAS INFORMED ME THAT SOMEONE IS TAMPERING WITH IT, CREATING SUBTLE ALTERATIONS.
THAT SOMEONE WOULD APPEAR TO BE THE DEVIDIANS. IF THIS IS SO, DATA'S ABDUCTION MAY ONLY BE THE TIP OF THE ICEBERG.
IN THE MEANTIME, I FIND MYSELF WONDERING IN WHAT WAYS THE TIME STREAM MAY HAVE CHANGED.
IS THERE, DIFFICULT AS IT IS TO IMAGINE, SOME SORT OF PEACE BETWEEN THE FEDERATION AND THE ROMULANS?
AND WHAT OF MYSELF? AM I STILL A CAPTAIN IN THAT OTHER FRAME OF REFERENCE? A HUSBAND? A FATHER, PERHAPS?
IS THE FEDERATION SAFER FROM ROMULAN AGGRESSION IN THE UNALTERED COURSE OF EVENTS?
SOMEONE'S LOVER?

ANY PROGRESS, GEORDI?
LOTS, SIR-- NOW THAT I'VE BEEN ABLE TO GO TO SHORT-RANGE SCANS, ANY SECOND NOW...
GOT IT!
WHAT IS IT YOU'VE GOT?
I ASKED COMMANDER LAFORGE TO SEE IF HE COULDN'T PINPOINT THE SOURCE OF THE TRIOLIC WAVES WE'VE BEEN FOLLOWING.
AND I JUST NAILED IT.
FROM WHAT I CAN TELL, IT'S ANOTHER CAVE-- LIKE THE ONE WE FOUND ON DEVIDIA TWO.
WHAT NOW, CAPTAIN?
NOW WE BEAM DOWN AND INVESTIGATE.
WE, SIR?
WE, NUMBER ONE. AND I'LL BROOK NO DISCUSSION ABOUT IT.
YOU THREE ARE WITH ME. YOU AS WELL, MISTER WORF.
COMMANDER ERAM, YOU STILL HAVE THE CONN.

"IT SEEMS CONGRATULATIONS ARE IN ORDER, DOCTOR."
IT WAS YOU WHO FIRST POINTED OUT THAT THE DEVIDIANS COULD UNDERMINE HISTORY-- AND IT SEEMS THAT'S PRECISELY WHAT THEY'RE TRYING TO DO.
THANKS, JEAN-LUC-- BUT THAT'S A PLAUDIT I COULD HAVE LIVED WITHOUT.
THE MORE I THINK ABOUT IT, THE MORE I BELIEVE DATA'S ABDUCTION WAS SIMPLY A WAY OF TWEAKING THE TIME-STREAM.
HE HAS ALREADY PLAYED A ROLE IN SEVERAL PIVOTAL EVENTS, WHO KNOWS WHAT PARTS HE WAS STILL DESTINED TO PLAY.
WHAT'S WORSE, IF THE DEVIDIANS COULD DO THIS WITH DATA...
THEY COULD DO IT WITH OTHERS. I SEE WHAT YOU MEAN.
ENERGIZE, LIEUTENANT.
AYE, SIR.


WE DETECTED NO LIFE SIGNS DOWN THERE--BUT THEN, THE DEVIDIANS LIVE IN A SLIGHTLY DIFFERENT TIME FRAME.


IN ANY CASE, IT MAKES SENSE TO REMAIN ALERT.


THERE'S OUR EQUIPMENT RIGHT ON SCHEDULE.
LET'S GET TO WORK. GEORDI?
YOU ALL KNOW THE DRILL. WE'LL SET UP THE EQUIPMENT IN A ROUGH TRIANGLE, WITH THE GENERATOR AT ONE CORNER AND THE RELAY STATIONS AT THE OTHER TWO.
EACH PIECE OF HARDWARE GETS ASSIGNED A TEAM. THAT WAY, ONE PARTNER CAN DO THE DIRTY WORK...

"WHILE THE OTHER ESTABLISHES A LOCATION."
HERE, WILL. THIS IS WHERE THE TRIOLIC RESONANCE PATTERNS ARE STRONGEST.
YOU LOOK WORRIED, DEANNA.
MORE WORRIED THAN I'VE SEEN YOU IN A VERY LONG TIME. CARE TO TALK ABOUT IT?
I AM WORRIED, WILL.
ABOUT THE DEVIDIANS? WE'VE BEATEN THEM BEFORE.
IT'S NOT JUST THE DEVIDIANS, IT'S THE UNKNOWN.
WHAT IF THINGS ARE DIFFERENT BETWEEN US IN THE TIMELINE WE'RE TRYING TO RESTORE? WHAT IF ONE OF US IS INVOLVED WITH SOMEONE ELSE?
WHAT IF WE NEVER MET IN THE FIRST PLACE--OR ONE OF US WAS NEVER BORN?
DEANNA, I CAN'T IMAGINE ANY REALITY WHERE WE WOULDN'T HAVE MET AND FALLEN IN LOVE.
NO GOD OF FATE COULD BE THAT CRUEL ... THAT PERVERSE.
WHATEVER HAPPENS, WE'LL ALWAYS LOVE EACH OTHER. BET YOUR MOTHER'S JEWELS ON IT.

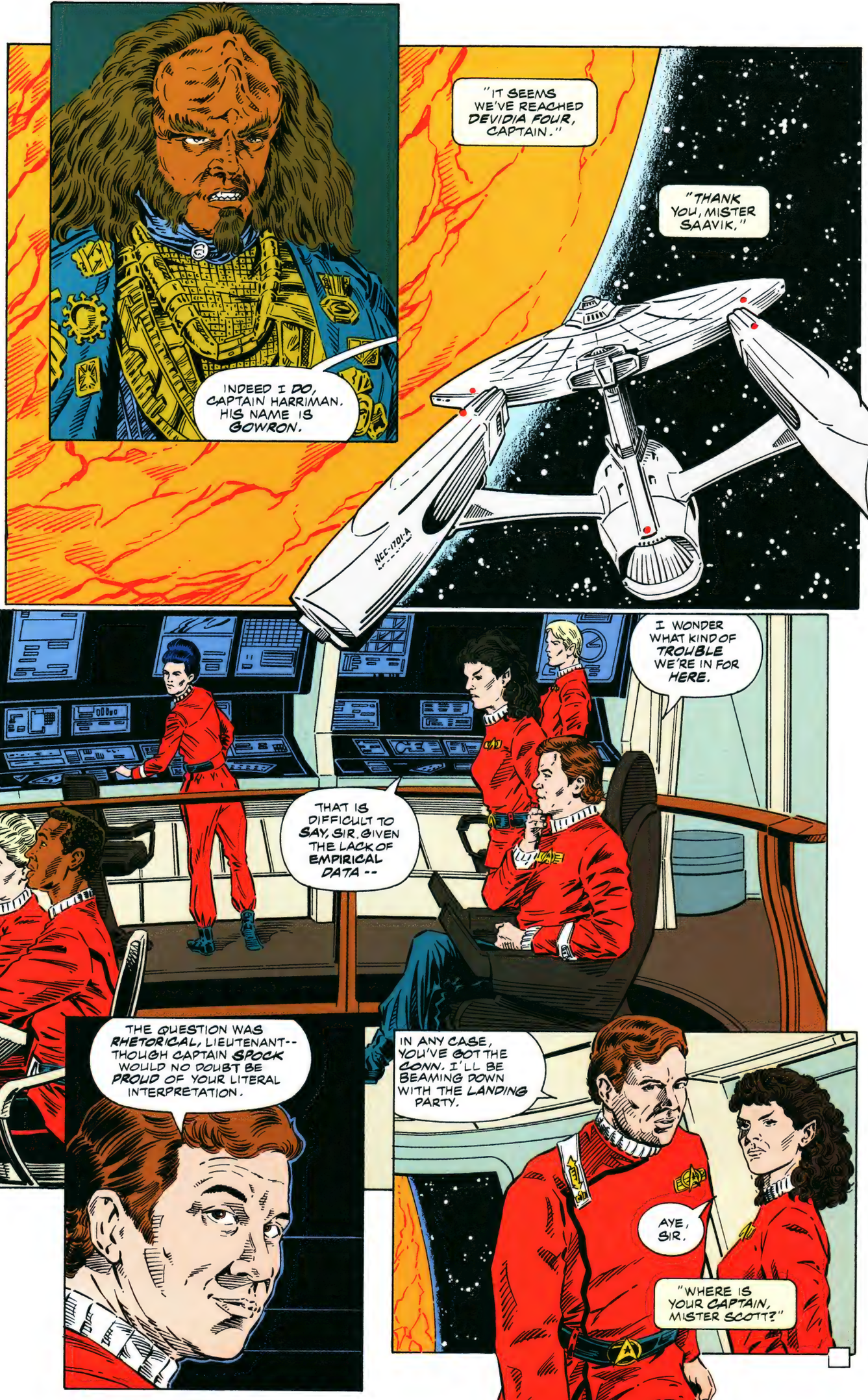
LOOKS LIKE WE'RE DONE SETTING UP. NOW FOR THE HARD PART.
LAST TIME, WE WERE ABLE TO CREATE A PHASE DISCRIMINATION FIELD -- WHICH ALLOWED US TO SEE THE DEVIDIANS AND THEN HITCH A RIDE WITH THEM THROUGH A CHRONAL DISTORTION.
PROBLEM IS, WE'RE IN A HURRY THIS TIME. WE CAN'T WAIT FOR THEIR COOPERATION.
THEREFORE I'VE FOUND A WAY FOR US TO CREATE OUR OWN CHRONAL DISTORTION -- USING THE REVERSE-POLARITY SUBSPACE GENERATOR WE BROUGHT ALONG.
INSTEAD OF A SUBSPACE FIELD, THE GENERATOR WILL WORK WITH THE RELAY STATIONS TO PRODUCE A COLLECTION OF CHRONITON PARTICLES.
WHEN THE BUILD-UP OF CHRONITONS IS SUFFICIENT, IT'LL CREATE THE CHRONAL DISTORTION WE NEED.
AND THEN, IF ALL GOES ACCORDING TO PLAN, THE CAVE'S DESIGN WILL PROTECT US INTO THE TIME AND PLACE WHERE DATA'S BEING HELD.
THAT'S THE GENERAL IDEA, COMMANDER.

OKAY -- EVERYBODY INSIDE THE PERIMETER. I'D HATE TO HAVE TO DO THIS TWICE.
THAT'LL GET THE CHRONITONS CHURNING. NOW IT'S JUST A MATTER OF TIME.
SOMETHING'S BOTHERING ME ABOUT THIS. DIDN'T THE DEVIDIANS SUSPECT THAT DATA'S FRIENDS WOULD TRACK HIS PASSAGE THROUGH THIS PLACE?
IT MUST HAVE AT LEAST OCCURRED TO THEM. WHICH LEADS US TO A RATHER UNCOMFORTABLE CONCLUSION.
THAT THE DEVIDIANS MAY BE LYING IN WAIT FOR US ON THE OTHER SIDE.

THE DEVIDIANS MAY NOT EVEN HAVE BOTHERED WITH A REAR GUARD, LIEUTENANT. AFTER ALL, THEIR MANIPULATION OF TIME MAY SOON CREATE A FEDERATION THAT LACKS AN ENTERPRISE.
TIME PARADOXES MAKE MY HEAD HURT.
I'VE GOT NEWS FOR YOU, WORF -- THEY MAKE ALL OUR HEADS HURT.
THERE'S A PORTAL OPENING! IT WORKED!
WE'VE GOT TO MOVE QUICKLY, FOLKS...
ROOWR!
I DON'T KNOW HOW LONG THE GENERATOR CAN SUSTAIN THIS KIND OF BUILD-UP!
ROOAWD

ROOAAWRR!
"BEFORE WE TRY AGAIN TO GO FORWARD, GENTLEMEN..."

I SUGGEST WE TAKE ANOTHER LOOK AT THE PARAMETERS OF OUR SITUATION.
AS FAR AS WE CAN DETERMINE, EACH OF US WAS SNATCHED FROM THE TIMESTREAM BY A GROUP KNOWN AS THE DEVIDIANS.
THEIR GOAL IN THIS APPEARS TO BE THE WEAKENING OF THE FEDERATION'S POSITION VIS-A-VIS THE ROMULAN EMPIRE.
TRUE, CAPTAIN SPOCK -- THOUGH IN A WAY, THEY ARE SIMPLY DEFENDING WHAT THEY SEE AS THEIR RIGHT TO ENGAGE IN CROSS-TIME FEEDING VENTURES.
A MINOR DETAIL, MISTER DATA. THE POINT IS, THEY ARE MANIPULATING HISTORY.
AND THOUGH I'VE NO PROBLEM SEEING THE FEDERATION BROUGHT TO ITS KNEES, I PREFER THAT THE ROMULANS BE ITS CONQUERORS.
HANG ON TELLIUS WE'VE GOT SOME MORE COMPANY!
HOW INTERESTING...
YOU KNOW THIS FELLOW, MISTER DATA?


INDEED I DO, CAPTAIN HARRIMAN. HIS NAME IS GOWRON.
"IT SEEMS WE'VE REACHED DEVIDIA FOUR, CAPTAIN."
"THANK YOU, MISTER SAAVIK."
NCC-1701-A
I WONDER WHAT KIND OF TROUBLE WE'RE IN FOR HERE.
THAT IS DIFFICULT TO SAY, SIR. GIVEN THE LACK OF EMPIRICAL DATA --
THE QUESTION WAS RHETORICAL, LIEUTENANT-- THOUGH CAPTAIN SPOCK WOULD NO DOUBT BE PROUD OF YOUR LITERAL INTERPRETATION.
IN ANY CASE, YOU'VE GOT THE CONN. I'LL BE BEAMING DOWN WITH THE LANDING PARTY.
AYE, SIR.
"WHERE IS YOUR CAPTAIN, MISTER SCOTT?"

HE'LL BE ALONG ANY MOMENT NOW, I ASSURE YE.
TIME IS OF THE ESSENCE, MISTER SCOTT.
HMMPH. WHEN IS IT NAE?
WHAT ARE YOU ALL WAITING FOR? LET'S GET THIS SHOW ON THE ROAD.
AYE, SAIR. VE DIDN'T MEAN TO DILLY-DALLY.
APOLOGY ACCEPTED, MISTER CHEKOV. READY, MISTER BAKER?
DO YOU ALWAYS EXCHANGE SUCH BANALITIES?
ONLY WHEN THE SITUATION'S AS GRIM AS THIS ONE, EXANA.
ENERGIZE, MISTER BAKER.

Continued next issue!

A Fistful of Data

Well, Spring is nearly upon us, like a well-used mattress, and those of you just beginning to watch season four of *Star Trek: Deep Space Nine* will note yet more developments in the long-running fracas over O'Brien's rank. In the latest series O'Brien's small, single black pip has been enlarged to a small square black button, perhaps re-emphasising the fact that he is a non-commissioned officer and not a full Starfleet officer like Sisko, Worf *et al*. If you would like to contribute please send your letters to: A Fistful of Data, *STAR TREK Monthly*, *Titan Magazines*, 42-44 Dolben Street, London SE1 OUP. Now to your questions....

Top right: *The bad boys of the galaxy – in any timeline*
Right: *How could Michelle Forbes go unnoticed in any form?*
Below: *Advancement... parallel universe style*

Q Why have helm and Klingon starship designs changed in accordance with the alternative futures seen in *Future Imperfect* and *All Good Things*...
(*Stuart McIlwain, Irvine, Ayrshire*)

A Actually you're wrong there, Stuart. The Klingon ships, as of the end of *Star Trek: Deep Space Nine*'s third series, haven't yet begun to mirror the design seen in *All Good Things*... However, you're right about the helm: just as the *U.S.S. Pasteur* has the conn at the front of the bridge with Ops situated to the rear, so the *U.S.S. Voyager* does too. The explanation for why the *Star Trek* Universe emulates these alternatives so closely though is that just because one universe has developed in one way doesn't mean that another universe cannot develop along similar lines.

Q How could Wesley have become a Lieutenant by the time *Parallels* took place when he only went to Starfleet Academy three years earlier?
(*Jason Aye, Borgue, Dumfries and Galloway*)

A The alternate universe featured is based upon the assumption that Wesley managed to pass the Starfleet Academy exam the very first time that he took it - back in the season one episode *Coming of Age*, when he was 16 years old (actually his 16th birthday party was in the original script of that episode). This would have made him 20 when he graduated, mid-way through season five, and therefore have given him two years to make the rank he had in *Parallels*.

Q In *Star Trek V: The Final Frontier*, Kirk, Spock and McCoy fly up to Deck 89 of the *U.S.S. Enterprise*, but according to the *Star Trek Encyclopedia* it only has 23 decks. Why is this?
(*Nick Kirby, Leeds, West Yorkshire*)

A This is just an immense blooper, with a capital *BL*! The *U.S.S. Enterprise NCC-1701-A* did, as you say, just have 23 decks. However, this isn't the only mistake that can be seen in this scene. If you look carefully, some of the floor numbers are actually repeated, as if they're flying past them twice, while the scene assumes that the decks are numbered from bottom-up whereas they are actually counted from top, or the bridge, down.

Q Was the hologram of humanoid life in the *Star Trek: The Next Generation* episode *The Chase* a member of the 'Preserver' race which was featured in the original series?
(*Amit Sethi, Eccles, Manchester*)

A When Ron Moore wrote this he considered saying that the ancient aliens were the Preservers, first mentioned in the *Star Trek* episode *The Paradise Syndrome*, in which Kirk loses his memory and ends up living with a group of American Indians, transplanted from the Earth centuries ago, for several months.

Rule 102
Nature decays, but Latinum is forever
– Quark and Nog, *The Jem'Hadar*

Moore stopped from overtly making this connection with the Preservers in order to maintain the suspense but has since said that 'it could be them and be internally consistent'. If this is the case though, the Preservers would be several million years old and, likely as not, still be alive during *Star Trek: The Next Generation* – quite an awe-inspiring notion really.

As a point of interest, the race which did transplant the Indians was doing very much the same thing that Picard and company did in the season seven episode *Homeward*. This makes me wonder whether the Federation isn't going to become a new type of Preservers, not just allowing cultures to develop without interference, but maintaining them from planetary, or other, destruction.

Q In *The Next Phase*, why don't Geordi and Ensign Ro fall through the floor of the *U.S.S. Enterprise* after they have been 'phased'?
(*Richard Smith, Ockbrook, Derbyshire*)

A For that matter, how can the two of them breathe? I have no answer to your question Richard. Perhaps somebody else can provide a few clues?

But that's me for now. Time to hide behind the sheets for another four weeks. ■

A Fistful of Data was compiled by Andrew Darling. Special thanks to: Terry Jones, *The Star Trek Encyclopedia* and *The Star Trek: The Next Generation Companion*.

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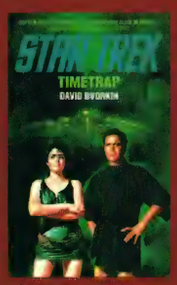
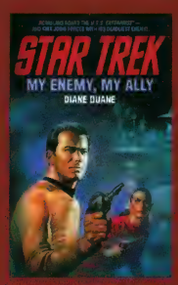
How Much For Just The Planet? (5)
John Ford



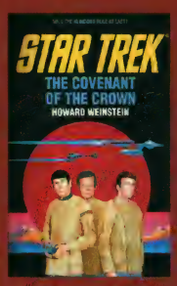
Timetrap (11)
David Dvorkin

The Motion Picture (14)
Gene Roddenberry

The Wounded Sky (19)
Diane Duane

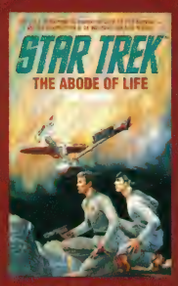


My Enemy My Ally (21)
Diane Duane



The Covenant of the Crown (23)
Howard Weinstein

Corona (24)
Greg Bear



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Barbara Hambly

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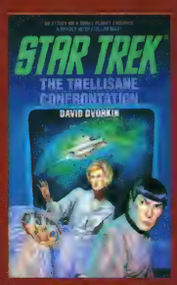
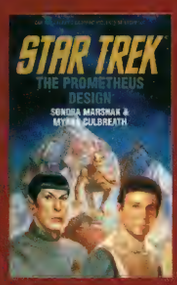


The Trellisane Confrontation (31)
David Dvorkin



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Sondra Marshak & Myrna Culbreath

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Della Van Hise

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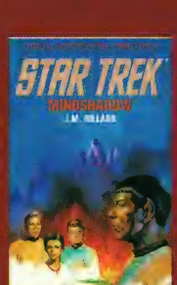
Melinda Snodgrass



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Renegade (48)
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STM14/CR

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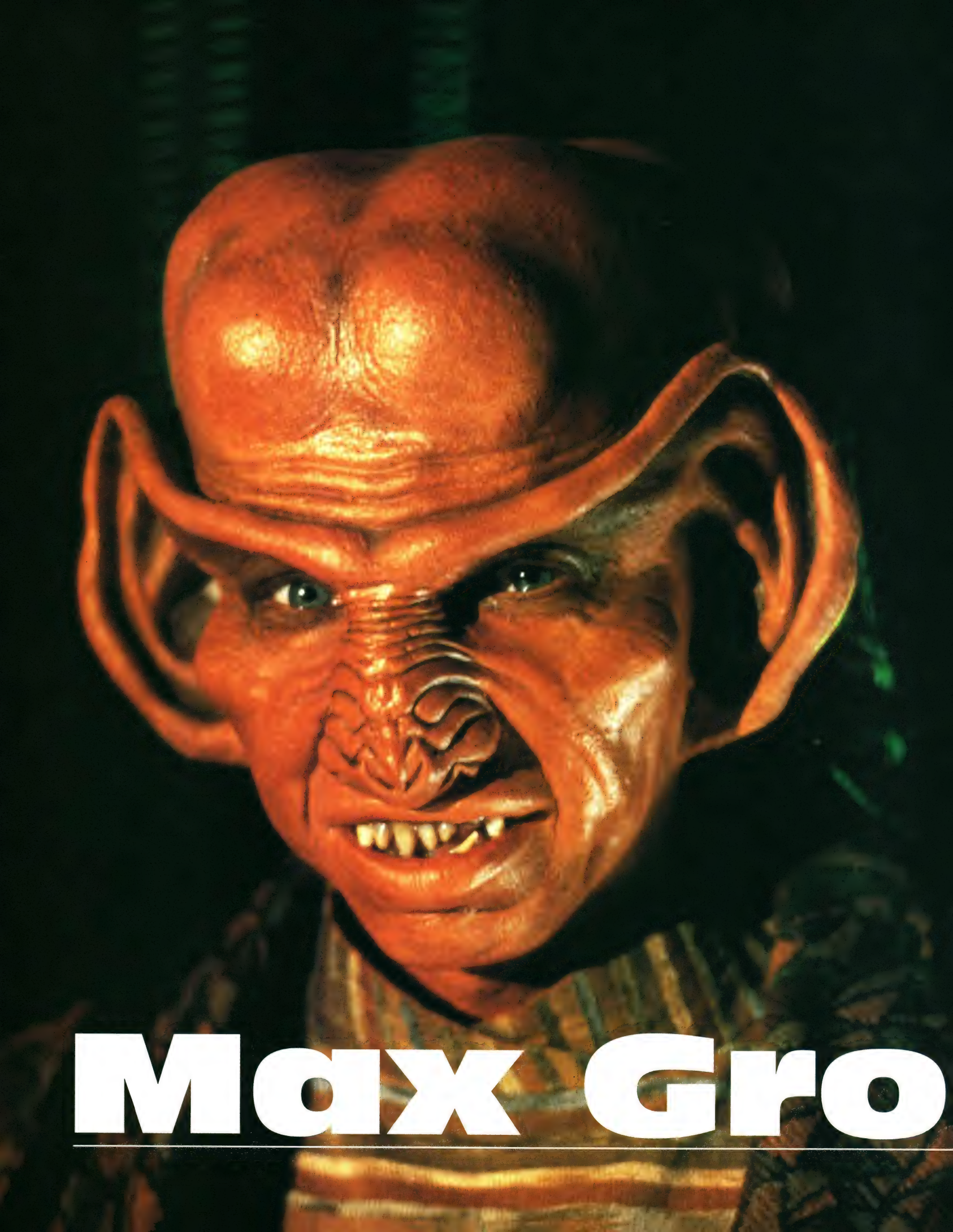


Max Gro

Rule 1

Once you have their money, you never give it back

– Rom, *The Nagus*

Rom's Reflections

Joe Nazzaro meets Max Grodenchik, the actor behind the face of Quark's little brother, Rom

"**I guess I've always thought of Rom as a little slow** on things," muses Max Grodenchik, who plays Quark's slightly dim-witted Ferengi brother on *Star Trek: Deep Space Nine*. Grodenchik, who's been playing the character since the very first episode, admits there are a few real-life parallels between himself and his big-eared alien counterpart. "I always thought he's in the wrong skin. He's a Ferengi, but he doesn't quite know how to *be* a Ferengi. As a Human being, I always feel like there are some things that I don't understand, and I've never understood why things are a certain way.

"In *Rules of Acquisition*, Rom finds a woman's purse and gives it back to her, which is a Ferengi no-no, but Rom doesn't understand that. Quark makes him recite the first Rule of Acquisition: 'Once you have their money, never give it back.' I think that Rom is a Ferengi who doesn't get being a Ferengi. There aren't enough slots in the Ferengi society for him to fit into, and all the cultures he's run into offer him a different way of looking at things. They make more sense to him, although growing up in the Ferengi culture, there's a certain part of him that loves that."

Grodenchik's first brush with the Ferengi was in the third season of *Star Trek: The Next Generation*, where he played Sovak, a small-time Ferengi crook, who derails Captain Picard's long-delayed shore leave in *Captain's Holiday*. "The very first day I was on the set, Patrick Stewart came over to me and introduced himself. He said, 'I'm Patrick Stewart, it's a pleasure to meet you, and if you need anything, if I can help in any way, please don't hesitate to call upon me.' They say there were no stars on that show, but he was one of the stars, or at the very least, a series regular, and people don't do that. I was so impressed by it that when I did a series pilot [for another television show] as a series regular, I went over to all the guest stars and said, 'I'm Max, and if you need anything, don't hesitate to ask.'"

The actor obviously had Ferengi potential, because he was invited back two seasons later as another one of the scheming aliens. "I did *The Perfect Mate,* which was a relatively smaller role, but I was happy to be asked back. That was a different experience, because it was a smaller part. Famke [*GoldenEye*] Janssen was the main guest. She was very beautiful, and the whole episode revolved around her, but it was still nice to be asked back."

It was during the filming of *The Perfect Mate* that Grodenchik first heard that the producers of *ST:TNG* were creating a second *Star Trek* series. "Make-up trailers are the greatest source of gossip going!" he quips. "They were talking about the new show, and someone said, 'You know Max, there's a Ferengi on the show...' so I thought, well that would be nice. I think I told my agent, 'There's going to be a Ferengi on this new Deep Space Nine show, so would you look out for me?' but I don't think that was necessary. They called me in to read for Quark, but looking back at it now, I don't know if it was a part for me."

In the end, Max found himself edged out by fellow Ferengi veteran Armin Shimerman, which isn't the disappointment one might think. "People ask me if I'm sorry I didn't get Quark," the actor explains, "but I think you get what you're ready for, and since he's the star, I don't feel at

Opposite: ***The failed Ferengi, Rom***
Left: ***Pre-Rom but still cowering – as a Ferengi officer in*** **ST:TNG's The Perfect Mate**

denchik

Rom PROFILE

Unknown (2334 or 2335?) *Born as second son and child to father Keldar and mother Ishka on Ferenginar, soon making his mother's nickname of 'Moogie' a lifelong habit. His father's Naming Day presents to him were swapped for old vegetables by big brother Quark, who resold the gifts at a profit over what Keldar had paid. He was often teased by other children, led by Quark, about his smaller lobes and about supposedly being adopted.*

ca. 2354 *Birth of son Nog.*

2361 *Leaves home on Ferenginar, 10 years after Quark, and witnesses first-hand his father's lack of business sense which his brother never had the chance to. Even so, he gives up a mechanical career to seek profit, as a good Ferengi should, which he comes to regret later.*

2369 *By now living on DS9, where he is forced to temporarily give up quarters for the Nagus' visit. Allows son Nog to attend Keiko's DS9 →*

all bad about leaning on him. I think they needed someone stronger to be able to go up against Avery [Brooks] and René [Auberjonois]. I've seen old episodes of Armin's where he has that strength, and I don't know if I have it or not. He seems to be much more comfortable with it than I would ever be, so I think they made the right decision."

Nonetheless, Grodenchik has seen his fair share of character development over the course of *ST:DS9*'s first four seasons. "I think he started out as comic relief for Quark, but they've now made him his own person. If I look over some of those episodes, it started in *The Nagus*, when you realise Rom is going to betray Quark and throw him out of an airlock – one of my favourite lines was 'Rom's – nice name for a bar, don't you think?' At the end, he's feeling foiled and embarrassed, and is asking for forgiveness, and Quark says, 'Forgive you? I didn't think you had it in you!' That's when the development of Rom really started. Then in *Rules of Acquisition* Rom decides to fight to regain his brother's affection, and tears apart Pehl's room, finding her ears. That's the beginning of Rom taking a stand for himself, and he actually does a good job."

Another catalyst in the relationship between brothers is Rom's son Nog (played by Aron Eisenberg) who, against his uncle's wishes, decides to leave the station and attend Starfleet Academy. "I strongly believe that while it's very difficult to stand up for yourself, it's much easier to stand up for somebody else.

"I think it boils down to Nog's future: unless he gets out of there, he's going to become exactly what Rom has become. That's Rom's fear as a father; he's very embarrassed and ashamed of himself, which we see in *Heart of Stone*. Rom is fixing the replicator and Quark is saying, 'Hurry up.' Nog starts to talk back to Quark and Rom shushes him, but he can't stand up to Quark and feels ashamed of himself and actually excuses himself to go off and get a piece of equipment.

"He realises later in the episode that Nog is going to wind up like him, and Rom feels he hasn't made anything of his own life, so he has to at least try to give Nog a better life. He knows that his son wants this very badly, and it would be a good thing for him. Maybe it would have been a good thing for Rom, but Rom is too frightened.

"Nog isn't frightened, but because of Quark's resistance, it's very

Rule 33

It never hurts to suck up to the boss

– Quark and Pel, *Rules of Acquisition*

Max Grodenchik PROFILE

BIRTHDAY: 12 November
MARITAL STATUS: Single

ACTING CREDITS:

THEATRE
The Bacchae
Henry IV, Pt. 1
Filthy Rich, Taxes
All Night Long
The Living

TELEVISION
Civil Wars
Night Court
Doogie Howser
Thirtysomething
Room For Two
Star Trek: The Next Generation
Star Trek: Deep Space Nine

FILM
Sister Act
Barton Fink
The Rocketeer
Rising Sun
Apollo 13
Rumpelstiltskin

difficult to do what he wants. That's the beginning of Rom wanting to stand up for Nog, which comes full circle in one of my favourite episodes, *Facets*, when he throws Quark against the wall and says, 'If you ever do anything to hurt my son again, I'll burn this bar to the ground!'"

Rule 285
A good deed is its own reward
– Rom, *Prophet Motive*

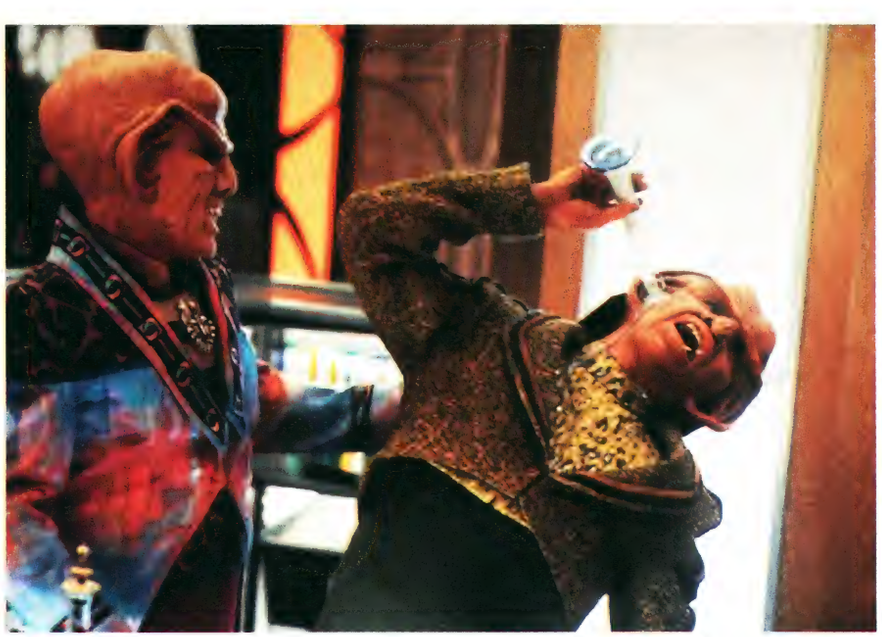
Does Grodenchik's real-life relationship with Eisenberg mirror their on-screen chemistry? To an extent, but it's Shimerman who acts as mentor for his two Ferengi co-stars. "He's our leader, and we both look to him. Aron will ask me for advice sometimes, but I'll also ask him for advice. For example, when I present Nog to everyone in the bar saying, 'Introducing the next Starfleet cadet: my son Nog,' and he comes in wearing the uniform, I wanted to hold his hand. We had this big fight about it, because my dad would hold my hand. Aron said, 'I wouldn't let my father hold my hand!', so we went over to Armin and said, 'What should we do?' I don't remember how it wound up, but I think we agreed to do it the way we both wanted, that I would try to hold his hand and he would try to resist."

As viewers are starting to discover, there's a lot more to Rom than meets the eye. Witness his knack for electronic wizardry, a talent that was only glimpsed in early episodes. "It really started with the line, 'Nog, hand me that phase matrix recalibrator,' which I remember, because it was my first line of techno-babble. It's the scene in the beginning of *Heart of Stone*, where I'm trying to get the replicators fixed. That's where we really start to see Rom in action, but as far back as *Necessary Evil*, he's helping steal the object that gets his brother shot, so he's always been resourceful about breaking into places and dealing with high-tech locking equipment. That's what Nog says, that Rom could have been a Starfleet engineer, but he couldn't get away from the Ferengi world.."

The often comedic relationship between Quark and Rom takes a serious turn in *The Bar Association*, as the brothers face a parting of the ways. "I think there are funny aspects to it, but it's actually a very serious episode. Rom feels Quark has abused him long enough, and Bashir puts the idea in his head of a union, which is a dirty word in the Ferengi culture. Rom is stunned when he hears it, but a seed is planted.

"When Quark starts saying, 'You're not a brother when it comes to the bar, we're nothing more than employer and employee,' that really stings Rom, because what has he been working for all these years? That's when he gets some input from O'Brien, whose great great uncle was an old union man, and decides to put his advice into practice. It sounds like a noble thing, but I think part of it is Rom just trying to

Opposite page:
Top left: *Quark generously helps Rom volunteer*
Top right: *Just one of those father and son moments*
Bottom: *The family that mopes together, stays together*
This page:
Top left: *Max Grodenchik*
Below: *Hhmmmm....*
Following page:
Top: *Those Little Green Men*
Bottom left: *The Mirror, Mirror version*



school only if it helps his inter-cultural sense for profit-making.

2370 *Briefly owns one-fourth of rival bar Club Martus across from Quark's. Accused by Odo of a murder attempt on Quark, but later helps capture the would-be assassin on his second try. Jealous of Pehl's new-found friendship with Quark, he exposes him as a female during a visit by the Grand Nagus.*

2371 *Atones for involvement with the transcendent Nagus' attitude by embezzling from his short-lived Ferengi Benevolent Association. After earlier reluctance, he supports Nog's historic admission to Starfleet Academy, gaining a backbone to fight his brother's tantrums against it; he is so excited he pays Garak to make a cadet uniform.*

2372 *Performs theoretical jury-rigging to rescue his family and Odo from a time-trip back to 1947 Earth, and saves the DS9 senior staff by jury-rigging an interface between the holosuites and the* **U.S.S. Defiant** *transporter to restore their beaming patterns. After organising a union for Quark's employees, he finally acquires enough self-confidence to quit and work on a station maintenance crew.*

get back at his brother any way he can."

In his time away from the series, Grodenchik continues to pursue a successful film career, but his work on *ST:DS9* still precedes him. His role as one of the mission control technicians in the box-office smash *Apollo 13* may be indirectly related to his experience on the final frontier.

"I had just come back from a *Star Trek* convention cruise to Alaska, and went to see Ron Howard, who had me read with somebody else. Ron looked at his résumé first and said, 'Oh, I see you worked on *ST:DS9*' – to the other guy. I don't know what roles he played, but Ron asked him, 'Did you wear all that make-up and stuff?' I'm sitting there thinking, what am I going to say? Then he turned to me and I said, 'Ron, if you want to hear about make-up, I go through three hours of make-up – I play Quark's brother!' It turns out that Ron is a fan of the show; his kids watch it, and his wife thinks the values of *Star Trek* are very good for kids, so I think he cast me because of that."

Rule 23

Money can never replace dignity

– Rom, ***Prophet Motive***

Grodenchik has also found his ability to endure several hours of make-up an asset in recent months. He appeared as a homely in-law in the new *Here Come the Munsters* television movie, and as the legendary baby-stealing monster in *Rumpelstiltskin*, an as yet unreleased low-budget horror film. "I don't know if it will ever come out, but that was a good learning experience.

"The way it actually came about was they were looking for someone who wore make-up. Can I wear make-up? How about three hours of Ferengi make-up and a set of Dow Corning teeth for 15 hours a day? It's funny, the make-up wasn't a problem, it was the contact lenses. The make-up was designed to fit so well, and I wore a kerchief on the top of my head so that wasn't covered, but those contacts were very difficult."

Back on *ST:DS9*, the actor reflects on the many changes his character has experienced as the series continues into its fourth season, and wonders about the developments that may still lie ahead. "We've come full circle from Rom trying to assert himself back in *The Nagus* when he tries to throw his brother out the airlock, and gets a little bit of Quark's respect for that. He starts to stand up for himself a little bit in *The Siege*, where he steals Quark's shuttle ticket, and then we get to *The Rules of Acquisition*, where he stands up for himself and isn't going to let Pehl get between him and his brother.

"Then he starts to stand up for his son and finally for himself, which is where we are now. It's almost like he's doing it for his brother, because he knows the relationship will be much better this way."

Beyond that, Grodenchik says he'll just wait and see whatever changes the next script will bring. "People often ask me, 'Where do you see the character going?' I have to say that the writers do so many wonderful things and surprise me so much, I wouldn't want to say where I want the character to go. I think their vision is so much more whole than mine." ■

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Aron Eis

Rule 6

Never allow family to stand in the way of opportunity

– Zek, *The Nagus*

I Was A Teenage Ferengi

Joe Nazzaro discovers Nog has problems still to come at Starfleet Academy...

While it's certainly true that most actors are considerably different from the characters they portray on film or television, Aron Eisenberg says there is literally a universe of difference between himself and Nog, the young Ferengi he plays on *Star Trek: Deep Space Nine*. In sharp contrast to Jake Sisko's alien friend, Eisenberg recently turned 27, and has been acting professionally for nearly a decade.

"Most people still think I'm a kid, which is a credit to my character," Aron admits, "but it's worked against me on the convention circuit. I think people are afraid to ask me to a convention because they think I am a kid!"

Eisenberg's youthful appearance has enabled him to play characters considerably younger than his own age; a blessing for casting directors, as underage actors are restricted in terms of the hours they're allowed to work. While this proved to be an advantage for Eisenberg when auditioning for the role of Nog in *ST:DS9*, he realises it may limit his career prospects in the future.

"I've been so fortunate to have *Star Trek*, because as I get older, my ability to play younger parts diminishes, so I don't get to work as much as I used to when I was 18 or 19. I was having a lot more auditions than I am now, so *Star Trek* keeps me working and keeps the income coming in.

"I do worry about what's going to happen when *Star Trek* goes away. I'm trying to get into directing to find another avenue, because I don't think I'm going to play as many parts as I used to. I love working on *Star Trek* not just for that reason, but because the character I play is not this stiff person all the time, he's just fun. The crew is great, the cast is fun to work with; all the things I've said before, I still feel the same way. And then I got to work on *Star Trek: Voyager* this season, which was even more of a plus."

Finding the right performance level for playing a Ferengi doesn't necessarily happen overnight. Eisenberg spent a good part of *ST:DS9*'s first two seasons getting comfortable with the role and the various character interactions. "I have to credit Armin [Shimerman] and Max [Grodenchik] a lot for helping with that, especially Armin in the first season, because I knew him more than I did Max. He gave me the outline of what a Ferengi is like, and then I incorporated that into how a child could be. That was the character at first: a jovial prankster who wanted Jake as a friend, but was also a lot of fun; he was Huck Finn to Jake's Tom Sawyer. That's the best analogy I can make.

"As they kept writing the scripts, I saw Nog as wanting whatever they wrote. If Nog was making a deal, he was the best at it, as we saw in *Progress*. Jake was his right hand man, but it was always the two of them. When we did the episode with the girl [*The Storyteller*], Nog is like the bumbling idiot. He wants it so badly, but he's also tripping over himself and Jake is the one to catch him.

"When they started writing Nog in as wanting something with Starfleet, I put that same energy into it. That's how I built the character: basically you let the writers build it as they write it, and then add the nuances of what Nog is. I just did whatever felt right, and if they liked it, they liked it."

Opposite: ***Cadet Nog***
Left: ***Child warrior Kar of the Kazon faces down the might of the Federation, or to be more precise, Commander Chakotay of the* U.S.S. Voyager**

enberg

Nog PROFILE

ca. 2354 *Born to Rom and an unspecified mother, apparently on Ferenginar.*

2369 *Arrested with a Markalian for stealing from newly named DS9's assay office after Cardassian withdrawal; the threat of his jailing allows Sisko to blackmail Quark into staying and rebuilding the business section of the Promenade. He overcomes illiteracy with the help of Human friend Jake Sisko, whom he at first avoided with his father's blessing; the two actually become friends over both fathers' disapproval, attend school, and even profit with the Noh-Jay Consortium. He has a crush on a visiting young Bajoran Paqu tetrarch, Varis Sul.*

2370 *Becomes fast friends with Jake Sisko, remaining in school and disagreeing slightly over dating caused by their respective cultures' views of women. He's accidentally among the first to meet the Jem'Hadar and the Vorta of the Dominion.*

2371 *Upon reaching ritual Ferengi adulthood, approaches a skeptical Captain Sisko about his sponsorship as a non-Federation citizen at Starfleet Academy, and wins him over despite Quark's would-be sabotage of his four-day tests for the SFA Preparatory Program.*

2372 *Becomes the first Ferengi ever in Starfleet Academy, after surviving a time-travel fluke at Earth that restores and his family and he to 1947; his knowledge of Earth history plays a big role in their escape. He enjoys beaming into Jake's grandfather's Creole restaurant in New Orleans, where he can get live Ferengi tube grubs. In his drive to join the Academy's vaunted Red Squad, he helps expose Admiral Leyton's martial law conspiracy on Earth for Sisko.*

For Eisenberg, the episode *Heart of Stone*, in which Nog decides to apply to Starfleet Academy, marked a major turning point for the actor and his Ferengi counterpart. "Even though some people didn't like that episode and found it boring in some instances, it's one of my favourites. It is an important one for my character, because it focuses on his family and what Nog wants for himself, because he doesn't want to end up like his father.

"I remember thinking how Nog used to look up to Quark – he runs the bar! – but disrespected his father because he's such a loser. That's how we used to think of it, but when they wrote *Heart of Stone*, he began to look at his father in a different way. Rom could have had whatever he wanted, and he's such a great mechanic, but I didn't know any of that before. It was really neat to turn all that around and bring us closer."

Although Nog's Starfleet activities have made for some interesting 'B' stories in episodes such as *Homefront* and *Paradise Lost*, one can't help wondering if Eisenberg's heart skipped a few beats after he was told his character was leaving the station.

"Actually, the only time I felt that way was when I did *Heart of Stone*. That was the first question for me, because Nog was talking about going to Starfleet, so I knew they wanted to go in that direction and said, 'Oh, man, I wonder if they're writing me out!' Part of me was also saying, 'They couldn't be, they've spent too much time building up this character to just write him out.' I was kind of saying no, they wouldn't, but the insecure part of me was saying 'They're writing you out, they want to move on.'

"I don't remember who I mentioned it to, but somehow Rick Berman heard about it. I was in the offices, and he came up to me and said, 'Aron, I heard you were worried about not being on the show anymore, and that's not true at all. We love your character, we love your work, and if anything, it will get you more.' For him to sit there and say 'don't worry' made me feel about 10 times better, and from then on, I didn't worry about it."

In fact, according to Eisenberg, enrolling Nog in the Academy opens all sorts of doors for future storylines. "They can bring me back as a Starfleet officer, or maybe I fail and don't know what to do with my life. They can go to Starfleet Academy and see how I'm doing, or send me off on separate missions for my thesis or whatever; they can show how the Academy actually works. I think they now have a character they once wanted with Wesley when he went to Starfleet, in that they actually have a reason to show Starfleet Academy. They can do such a lot by opening that door."

Rule 111

Treat people in your debt like family – exploit them

– Ben Sisko, *Past Tense, Part I*

So will Nog be shaking up Starfleet Academy with various Ferengi schemes? "I don't think he's doing that so much anymore. He's really serious about this, and he's made Sisko his mentor. Nog is similar to me in a way, in terms of focusing on what he really wants and really going for it. In *Homefront*, he says, 'I want to be in Red Squad, they're the *best*!' He wants the best for himself, and so he's not going to jeopardise that. He might fall back a few times, but I don't know if they're going to show that. That was in the past, but now he's changed, he really wants to be a Starfleet officer."

Another important fourth season episode for Eisenberg was *The Visitor*, which sees a somewhat older Nog continuing to work his way up the Starfleet ladder, from commander to captain. "I was really nervous about that. I had to play Nog as an adult now, and I usually play kids, so to play something more like myself, or even older than myself, was much more difficult. The only way I figured out how to do it was to calm him down over the years. He still has to be Nog, but now he's got to be in control. He can't be looking at everybody else for the

Aron Eisenberg PROFILE

BIRTHDAY: 6 January
BIRTHPLACE: Hollywood, California

Selected Credits:

THEATRE
Minor Demons
The Moonstone
Loveliest Afternoon of the Year

TELEVISION
The Wonder Years
Parker Lewis Can't Lose
Tales From the Crypt
Star Trek: Deep Space Nine
Star Trek: Voyager

FILM
The Liars Club
Playroom
The Horror Show
Puppetmaster III
Colors

HOBBIES
Kung-Fu, Soccer, Racquetball, Skiing

answers, he's got to have the answers himself. I was worried about what the reaction to it was going to be, but people said, 'You did great, I thought you were an older Nog; you looked like an adult!'"

Rule 19
Satisfaction is not guaranteed
– Quark, *Meridian*

Of course there's always room for comedy where the Ferengi are concerned. Eisenberg loved working on *Little Green Men*, in which a proposed trip to Earth to drop Nog off at Starfleet Academy results in Quark, Rom and Nog being catapulted back in time to 1947 Roswell, New Mexico. "I think Max and Armin were responsible for more of the comedy," Eisenberg says of the show, "and I ended up as the middle man, giving the info. I remember thinking, 'Oh man, I want the funny lines!' because Armin had so much fun with lines like 'They're just mimicking us!'

"I was almost the boring one in this episode, but then I got my time later on with a couple of scenes like the ear thing (where Nog persuades an army nurse to care for his 'injured' ear). Basically, I was the straight man most of the time, but I still had a blast."

In addition to his visits to *ST:DS9* this season, Eisenberg also appears in an episode of *Star Trek: Voyager*, in which he plays Kar, a young Kazon warrior who tries to earn his name by defeating Chakotay in combat.

"I think some people out there have the misconception that they just gave me the part, which is not true; I actually had to audition for it. They couldn't find a kid to come up to the level that Kar needed to come up to, and they couldn't find an adult that looked young enough to play the kid. Finally they said, 'What about Aron, let's get him to audition,' and I was obviously what they were looking for, because I got the part.

"I worked very hard on that episode. Max was there to help me as my acting coach ('He did totally the opposite of everything I said and it turned out brilliantly!' jokes Grodenchik), and they were really happy with it. I felt very fortunate, because I was fairly muscular, which was good for a warrior kid. It was really weird to see my asset – being older and looking younger and even muscular – which is not going to work in the real world, but was certainly perfect for this character. "Actually, the crew on *ST:VOY* was originally the *ST:DS9* crew, so I pretty much knew the people, like Marvin Rush the DP [director of photography], and I also knew the director (Winrich Kolbe) who had worked on *ST:DS9*. I didn't really know the cast, but I worked mostly with Robert Beltran, and we had a wonderful time. I now feel that I have something extra that the other actors don't have: the opportunity of being on the other show, and getting the whole spectrum."

Looking ahead, Eisenberg is continuing to expand his horizons beyond *Star Trek*. He's currently taking two directing classes, with an eye towards working behind the camera in the not-too-distant future. He continues to teach martial arts, and is starting a new business with his fiancée (the couple are planning an August wedding, by the way).

As for his future in *ST:DS9*, Aron Eisenberg is pleased that Nog and his Ferengi family have become such an important part of the series. "I remember in the first and second season, people were saying, 'This is not the Ferengi. The Ferengi are mean and cruel.' They were just looking at one facet in this whole diamond. You're going to have bad Humans just like you have bad Ferengi or really tough or really greedy ones. And yes, greed is the backbone of their culture, but we all still have a heart and a brain and our own desires, and greed is probably an element in that.

"It's great that people like the Ferengi now, because it opens so many doors for me. People love the idea of a Ferengi in Starfleet, because they see somebody who's changing. It's also part of the underlying subtext, that we view different races and cultures in one way. People stereotype the Ferengi, that they're mean, they're tough, they're goofy, and but then you start to see them in a different way and accept that." ■

Opposite page:
Top right: *Family bonding with Uncle Quark leads indirectly to the discovery of the Jem'Hadar*
Bottom left: *Captain on the bridge – Nog rises through the ranks in* **The Visitor**
This page:
Top left: *Presenting the real Aron Eisenberg*

Feline Philanderer

Following record-breaking correspondence and demands from our readers, Andy Lane brings you *Star Trek*'s most demanded interview – with Spot, Data's cat...

Star Trek's relationship with the feline species has been problematic, right from day one. Cats generally opposed the Federation in the original series: the alien sorceress Sylvia transforms herself into a huge black cat in *'Catspaw'*, for instance, and even Gary Seven's 'cat' in *Assignment: Earth* has a different agenda to the crew of the *U.S.S. Enterprise*. The animated series made some effort to redress the balance – alongside the warlike Kzin we had the friendly Cait and the ancient but peaceful Vedala. The big breakthrough made by *Star Trek: The Next Generation*, however, has been the introduction of a cat as a recurring member of the cast.

Spot, played by Monster, is Data's longhair Somali cat, and first appeared in *Data's Day*. The part was originally a one-off role, but fan reaction was so strong that Monster was asked to return as a guest star in several subsequent episodes. "The whole thing was a mistake from day one," he admits candidly. "When my agent phoned and told me he'd lined up a job on *Star Trek*, I thought he'd said I was going to be playing Spock! It was only when I got the script I realised I'd been typecast as a cat again." He grins wryly. "Not that I mind. It's still the best job I've ever had. It was a pleasure working with Brent (Spiner), he has such a wacky sense of humour. We used to fool around on set all the time. Sometimes we'd just be curled up on the floor with laughter. My one regret is that I never had a scene with Patrick Stewart. The guy's a true professional."

And what about rumours that he didn't get on well with Jonathan Frakes?

"Well," he shrugs, "all I'll say is, those scratches in *Timescape* weren't faked." The question that Monster gets asked most concerns Spot's apparent change of sex and species. In *Data's Day* he's a male Somali cat, but by *Force of Nature* he's become a female house cat. "Oh," he says, "you mean the prosthetic make-up? Yeah, Michael Westmore (*Star Trek*'s make-up designer) kept on changing it until he found something that looked good and was comfortable to wear. If you look closely, you can tell. Michael Dorn and René Auberjonois both went through the same thing."

Rumours floating around indicate that Monster might have been up for the director's chair on the next *Star Trek* movie. Is there any truth in this?

"It's something I'd like to do, but maybe not yet. There's so many problems with a cat directing a film – looking through the camera, holding the megaphone. ... you know what I'm saying. Maybe the one after next. I've got a script outlined already – this member of a feline alien species travels back in time to prehistoric Earth so he can change history and prevent the Human race ever evolving, and the crew of the *U.S.S. Enterprise* have to try and stop him. Spot's torn between loyalty to Data and his feline heritage. Real dramatic stuff."

But isn't this just typecasting cats as being evil?

"Hey," he says, "this is Hollywood."

Thank you, Monster. ■

Monster will be appearing on* Star Trek: Voyager *from 1 April. Neither* STAR TREK Monthly *nor* Paramount Pictures *assumes responsibility for the views/comments expressed in this interview.

"Ode to Spot"

By Data

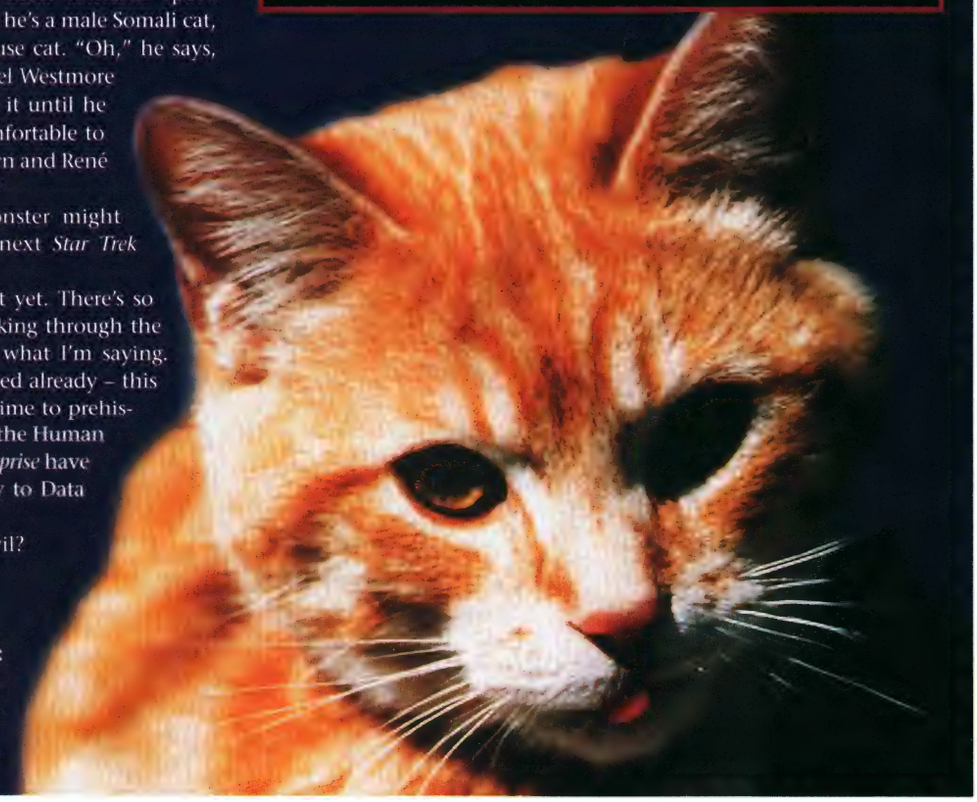
Felis catus is your taxonomic nomenclature,
An endothermic quadruped, carnivorous by nature;
Your visual, olfactory, and auditory senses
Contribute to your hunting skill and natural defenses.

I find myself intrigued by your sub-vocal oscillations,
A singular development of cat communication
That obviates your basic hedonistic predilections
For a rhythmic stroking of your fur to demonstrate affection.

A tail is quite essential for your acrobatic talents,
You would not be so agile if you lacked its counterbalance.
And when not being utilized to aid in locomotion
It often serves to illustrate the state of your emotions.

Oh Spot, the complex level of behavior you display
Connotes a fairly well-developed cognitive array;
And though you are not sentient, Spot, and do not comprehend,
I nonetheless consider you a true and valued friend.

This poem was read as part of Data's poetry recital in Schisms, an episode written by Jean Louis Matthias & Ron Wilerson (Teleplay by Brannon Braga)



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TOYS

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__Vol 4:2 The Visitors/Hypocratic Oath
__Vol 4:3 Indescretion/Rejoined
__Vol 4:4 Starship Down/Little Green Man (April '96)
__Vol 4:5 Sword of Kahless/Our Man Bashir (April '96)
__Vol 4:6 Home Front/Paradise Lost (May '96)
__Vol 4:7 Crossfire/Return to Grace (June '96)
__Vol 4:8 Sons of Mogh/The Bar Association (June '96)

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__Vol 2:3 Tattoo/Cold Fire
__Vol 2:4 Manoeuvres/Resistence (April '96)
__Vol 2:5 Prtotype/Alliances (April '96)
__Vol 2:6 Threshold/Meld (May '96)
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From the Replicator

Merchandise

This month, watch out for four new figural mugs from **Downpace**, mixing old characters with new; everybody's favourite alien Neelix from *Star Trek: Voyager* is particularly good, as is the fearsome reptilian Gorn from *Star Trek*. The other two mugs depict *Star Trek: The Next Generation*'s Q and *Star Trek*'s Doctor McCoy. The latter is, in my opinion, the weakest of the set since the good doctor doesn't really have that many characteristic facial features, and looks a little plain by comparison.

Downpace are also releasing a series of four large black mugs embossed with badges of the Klingon Empire, the federation, Starfleet Command and the insignia of the *U.S.S. Voyager*. Also out now are a series of *Star Trek* mouse pads for your computer from the same company, depicting images from *Star Trek* and *ST:TNG*. They're priced at around £9.99.

A completely new range of *Star Trek* cold cast miniatures will soon be available from **Downpace**; the first of these detailed miniatures, priced at £19.99 each, show Q on his throne; Captain Kirk fighting the Gorn; Neelix the cook with his pots and pans; Sulu in a heroic swashbuckling pose straight from the episode *The Naked Time*; and Captain Janeway in the command chair of the *U.S.S. Voyager*. These are aimed squarely at the collector and look great!

Newly out in the shops from **Wesco** is their electroluminescent analogue *Star Trek: Voyager* watch. **Wesco** are well-known for their large selection of character clocks and watches, but this is their first *Star Trek* watch – with **Timex** owning the rights to produce *ST:TNG* watches. This watch, which features the *U.S.S Voyager* flying through the Gamma Quadrant, has a real leather embossed strap and comes in a rather neat presentation tin. It retails at around the £30 mark.

Not a lot of news from **Bandai** this month, although the delayed Light and Sound *U.S.S. Voyager* should now be available by the end of the month. May will see release of several items, however, including their new Space Talk Classic Communicator. This authentic replica has new technology that allows you to record and play back your own messages and I'm sure it will be a great hit.

Pausing only to mention that **Bandai**'s Light and Sound Romulan Warbird is now on sale in certain shops at seriously reduced prices – expect them to be snapped up quickly! – the final new item of the month is certainly one of the strangest merchandise items to date: *Star Trek* socks, again from **Downpace**, are now on sale at around £4.99 per pair. These elegant socks come in a variety of styles and sport a variety of symbols such as the Starfleet logo, Klingon, Romulan or Ferengi symbols. ■

Paul Christopher

TOYS TAKE OVER

Paul Christopher reports on The 1996 Toy and Hobby Fair, held at Earl's Court, London

The London Toy and Hobby Fair is a vast bazaar of all that is new, exciting and innovative in the toy world. It's organised primarily for toy buyers from chain stores to small corner shops, but the media are also invited so they can get a comprehensive overview of new products and the most exciting toys due for release in the coming year.

So, just when you are beginning to recover from the last Christmas the toy industry is already promoting their wares for the next one, 10 months before I'm even beginning to think about buying presents for my nearest and dearest. Science fiction toy highlights at the Fair this year included the new range of *Star Wars* toys, the *Exo-Squad* robots, *Independence Day* and *Toy Story* film tie-ins, a horde of new Micro Machines – and, of course, *Star Trek*...

Apart from new model kits from **AMT/ERTL** and **Revell**, some of the best new *Star Trek* releases included **Bandai**'s Starfleet Academy range of action figures which feature popular characters such as Riker and Geordi La Forge when they were young cadets. These new figures come with an interactive CD-ROM, to spur hours of game play (as if, judging from our recent **Bandai** competition, you needed any encouragement to play with such items).

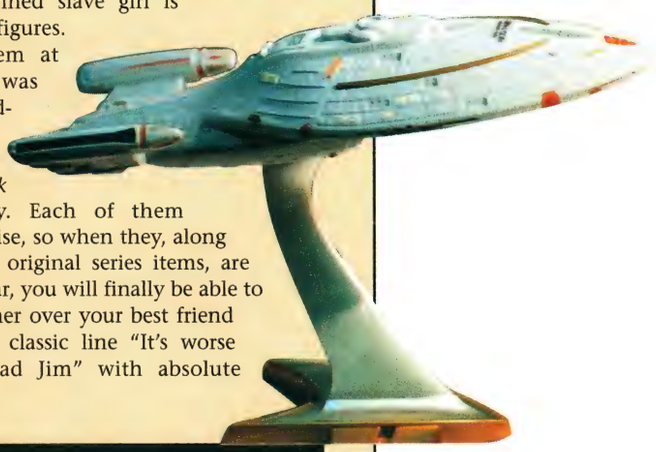
Also on display was a transwarping *U.S.S. Enterprise* from the *ST:TNG* episode *All Good Things*, which transforms from the *U.S.S. Enterprise NCC-1701-D* into the future, three-engined version seen in the story.

This year's 30th anniversary for *Star Trek* is being celebrated with a lot of commemorative items from **Bandai**, presented in facsimile Sixties style packaging. The *Star Trek* bridge set with working turbolift, for example, comes in a vinyl-style box.

A new range of classic action figures is also due, including the Gorn – who seems to be getting a lot of exposure, since he's one of the characters picked up for use by **Downpace**. *The Cage*'s guest character Vina as a seductive, green-skinned slave girl is also one of the new figures.

My favourite item at this year's fair was Doctor McCoy's medical kit, which contains three authentic pieces of *Star Trek* medical technology. Each of them makes a different noise, so when they, along with the other new original series items, are released later this year, you will finally be able to run your medi-scanner over your best friend and pronounce the classic line "It's worse than that, he's dead Jim" with absolute authority! ■

Left: *Actors John Carrigan and Julian Evans entertain* **Sela Moon** *manga comic stars Heidi Munsen and Ellen O'Toole aboard* ***Bandai****'s display at the Toy Fair. Photo: Paul Christopher*
Below: *The new transwarping* **U.S.S. Enterprise** *from* ***Bandai****, due for release with other ships in the range in July. Photo: Paul Christopher*



A GENUINE TRICORDER MUST BE WON!

Thanks to *Unimede*, the organisers of *Star Trek:* The Exhibition, which moves to Manchester this month, we have a **genuine, working TRICORDER** to give away!

The exhibition has an exclusive licence to import *Vital Technologies Corporation*'s TR-107 Tricorder Mark 1 from the US, priced at around £300-£400 each, which can sense basic weather conditions (temperature and barometric pressure), detect electromagnetic radiation, possesses a colorimeter (for use in determining plant health) and has a stardate clock and timer.

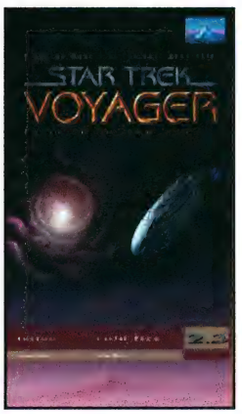
All *you* have to do to try and get your hands on this valuable and extremely rare item, is to answer the questions below and send **both** answers (postcards only, please) to: *Tricorder Competition* (#14), *STAR TREK Monthly*, Titan Magazines, 42 - 44 Dolben Street, London SE1 0UP. Multiple entries will be phasered, the Editor's decision is final and all entries MUST be received by Tuesday 30 April 1996. Good Luck!

QUESTION A
In which original series *Star Trek* episode did we first see the tricorder used?

QUESTION B
According to the *ST:TNG* episode *The Enemy*, which type of emissions were tricorders unable to detect in 2366?

If you do not wish to receive details of any special offers mark your entry 'No Info'.

On Screen



Release dates were correct as of press time. This month, we include those tapes brought forward on the release schedule which we missed last time round.

STAR TREK: DEEP SPACE NINE

Volume 4.3
Indiscretion/Rejoined
Release date: 8 April
STM* Ratings: *Indiscretion/Rejoined******

Indiscretion reveals another side to Gul Dukat, when the unlikely team of the Cardassian Gul and the Bajoran Major Kira Nerys go in search of a long lost ship which may have survivors.

Rejoined teaches us more about Trill society, in a very moving story of past love and passion. Terry Farrell carries the demanding role asked of her with great conviction. Another hole is laced in the friendship between Dax and Sisko.

Volume 4.4
Little Green Men/Starship Down
Release date: 22 April
STM* Ratings: *Little Green Men**/Starship Down****

Little Green Men is possibly the cleverest and definitely one of the most entertaining Ferengi stories to date, packed with delicious moments of humour and some splendid performances from Shimerman, Eisenberg and Grodenchik. Taking Nog to Earth and Starfleet Academy, Quark discovers that, in true Ferengi tradition, he has been sold a pup in the shape of his starship. Rom manages to save their skins, but by a freak of cosmic nature the Ferengi find themselves in the year 1947 at the centre of the Roswell Incident. Look out for the wonderful wide-eyed lady with all the optimistic dreams. A story in the tradition of scientific open-mindedness and military fear, our favourite barkeeper eventually, of course, talks his way out of trouble again!

Starship Down is a frightening and dramatic tale of bravery, genius and persistence. Our illustrious captain is badly hurt, the doctor instinctively turns hero and the engineers save the day.

Volume 4.5
Sword of Kahless/Our Man Bashir
Release date: 13 May
STM* Ratings: *The Sword of Kahless/Our Man Bashir *******
The aged Klingon warrior Kor, the sole survivor of *Bloodoath*, recruits both Dax and Worf on his most exciting venture yet, searching for the sword of Kahless – a cross between Excalibur and the Holy Grail for the Klingons.

Our Man Bashir treats us to an enchanting spoof of Sixties style James Bond. "The name's Bashir, Julian Bashir. " Even if you are not a huge James Bond fan, this is great entertainment as the computer decides to store crew lost in a transporter accident in the doctor's, until now, secret alter ego refuge. Wonderful characters such as Mona Lovsitt and, predictably, a female Russian spy in full evening dress, are called into play. Nana Visitor is to be congratulated on keeping up a most convincing Russian accent, Alexander Siddig on keeping up a wonderful British cool and Andrew Robinson on being the perfect comic foil!

THE *STAR TREK MONTHLY* RATING SYSTEM

* Total gagh!
** Impulse Power only
*** Warp Speed
**** Trill-powered viewing
***** Gold-pressed latinum!

STAR TREK: VOYAGER

Volume 2.3
Tattoo/Cold Fire
Release date: 8 April
STM* Ratings: *Tattoo/Cold Fire******
In *Tattoo,* Chakotay and others visit a planet in search of supplies and experience hostile weather conditions as if the planet were defending someone or something. When Chakotay discovers a symbol of his ancestors which he has seen on Earth, he experiences flashbacks to his youth, and a trip shared with his father. The episode offers an insight into Chakotay's character and by the end of it he knows himself better.

Cold Fire is a chilling Kes story, written by Brannon Braga. The *U.S.S. Voyager* discovers another colony of Ocampa who possess mental powers far in advance of Kes. They lead to the Caretaker's mate, who proves to be very unlike the genial Caretaker we saw in the pilot. Rather nasty things happen to Tuvok when Kes goes out of control, which are a credit to both the make-up and special effects departments.

Volume 2.4
Maneuvers/Resistance
Release date: 22 April
STM* Ratings: *Maneuvers/Resistance****
Maneuvers offers us a heavy drama with the reappearance of the dreadful Seska, the Cardassian surgically altered to appear Bajoran so she could infiltrate the Maquis. She once had a more than professional relationship with Chakotay and now returns to taunt him, manipulating the Kazon for her own ends.

Resistance is a sad tale set on a planet ruled by tyrannical militia and, in particular, the story of a sorry old man fighting against them. Captain Janeway has her heart strings tugged as she struggles to locate her lost Away Team. ■

Stuart Clark

Read Out

LICENSED *STAR TREK* BOOKS AVAILABLE IN APRIL 1996

SIMON & SCHUSTER

Star Trek
The Return *by William Shatner (HB, £9.99, ISBN 0 671 54610 3; Audio, £7.99, ISBN 0 671 85635 9)*
Kirk, resurrected by alien science, returns to battle the Borg alongside Riker, Spock, Data and others in this second story by Shatner. The first, Ashes of Eden, *proved a terrific story in comic strip but as of press time there is no news on whether this will be similarly adapted.*
Where No One Has Gone Before *by Garfield Reeves-Stevens (PB, £14.99, ISBN 0 671 00206 6)*

Star Trek: The Next Generation
Starfleet Academy 10: Loyalties *by Barnes Svarney (PB, £2.99, ISBN 0 671 55280 5)*
Beverley Howard (Doctor Crusher to be) finds herself threatened with expulsion from the Academy for skipping classes.

Star Trek: Deep Space Nine
Warped *by K.W. Jeter (PB, £4.99, ISBN 0 671 85543 3)*
Far from being just another 'alien takes over' story, this one may just send shivers down your spine when you read it. A mysterious being perverts the holosuite programmes, affecting the users in all manner of insidious ways. The characterisation isn't completely accurate but the story is worth checking out.

Star Trek: Voyager
7: Ghost of a Chance *by McGraw/Garland (PB, £4.50, ISBN 0 671 85544 1)*
Ghostly visions and a Prime Directive dilemma trouble Captain Janeway when the U.S.S. Voyager *is badly damaged by a close encounter with a dwarf star.*

TITAN BOOKS
The following books are scheduled for reprint this month

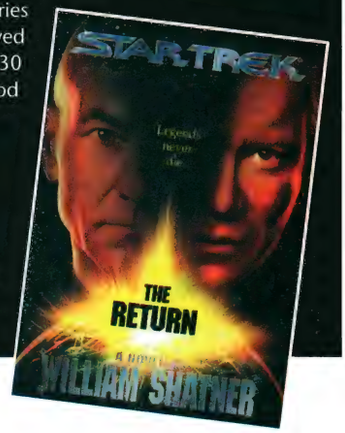
Star Trek
The Three Minute Universe *by Barbara Paul (PB, £4.99, ISBN 1 85286 068 5)*
Memory Prime *by Garfield and Judith Reeves-Stevens (PB, £4.99, ISBN 1 85286 072 3)*
The Entropy Effect *by Vonda McIntyre (PB, £4.99, ISBN 1 85286 073 1)*
The Final Nexus *by Gene de Weese (PB, £4.99, ISBN 1 85286 096 0)*
The Wounded Sky *by Diane Duane (PB, £4.99, ISBN 1 85286 097 9)*
Vulcan's Glory *by D.C. Fontana (PB, £4.99, ISBN 1 85286 098 7)*
Web of the Romulans *by M.S. Murdock (PB, £4.99, ISBN 1 85286 209 2)*

Star Trek: The Next Generation
Power Hungry *by Howard Weinstein (PB, £4.99, ISBN 1 85286 148 7)*
A Call to Darkness *by Michael Jan Friedman (PB, £4.99, ISBN 1 85286 214 9)*

THE RETURN HARDBACK NOVELS MUST BE WON!

Those wonderful people at *Simon & Schuster* have given us 10 copies of William Shatner's *The Return* to give away. All *you* have to do to try and get your hands on copies of these excellent works is to answer the question below and send the answer (postcards only, please) to: *Kirk's Return Competition* (#14), *STAR TREK Monthly, Titan Magazines,* 42 - 44 Dolben Street, London SE1 0UP. Multiple entries will be phasered, the Editor's decision is final and all entries MUST be received by Tuesday 30 April 1996. Good Luck!

In *Star Trek Generations*, how long is Captain Kirk trapped in The Nexus?



Interactive

COMPUTER GAMES DELAY

CIC Interactive have delayed release of *Star Trek: Deep Space Nine – Harbinger* (featured last issue) and the Jonathan Frakes directed *Klingon Immersion Studies*. *Harbinger* will now be released on 3 May and *Immersion Studies* on 24 May, on CD-ROM for both PC and Macintosh.

In the US, *Spectrum HoloByte, Inc.* and *Viacom Consumer Products* are proceeding with plans to publish a new *Star Trek: The Next Generation* game based on the second feature film currently scheduled to begin filming in April, featuring the entire cast from the top-rated television series.

APRIL RELEASES
CIC Interactive CD-ROM
Star Trek: The Next Generation Interactive Technical Manual
(PC CD/Macintosh £39.99)
Release date: 19 April
Re-released at a lower price point, this CD-ROM tour of the *U.S.S. Enterprise NCC-1701-D* is a feast of information about the starship, with an option to be taken on a guided tour by Commander Riker or explore the vessel for yourself. Making full use of Quick Time movies, the release is let down only by the lack of people aboard, which would have made it a little more interesting. Once again, however, *Star Trek* creators Michael and Denise Okuda used cutting edge technology to create a fascinating tool for the avid fan.

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Star Trek Upgraded Omnipedia
(PC CD/Macintosh £39.99)
Release date: 26 April
The best-selling *Omnipedia* gets an update this month, featuring more episode details from *Star Trek: Voyager* and *Star Trek: Deep Space Nine*, plus new options, including the chance to print out articles from its massive list of items. The *Omnipedia* has proved an extremely useful tool for *STAR TREK Monthly*, despite the occasional glitch (photographs the wrong way round and upside down in some cases, although those of us in glass houses...). Highly recommended! ■

Communications

Below right: *Driving without due care and attention or saving the lives of her crewmates... the debate goes on*
Opposite page: *Ten-Forward...The wonderful world of Guinan*

We continue to read all your letters and take on board suggestions for articles, criticisms and positive comments, even if we can't print them! Please send your letters to *STAR TREK Monthly*, *Titan Magazines*, 42-44 Dolben Street, London SE1 0UP.

Alternatively, E-Mail us at our new on-line number: 101447.2455@compuserve.com.

Please include your full address in addition to your e-mail contact. Please note that we will only print your full address if you ask us to. Letters may be edited for publication, so the more to the point, the better...

As an added incentive to persuade you to air your views, we'll be giving an all-new *ERTL Star Trek* model kit away to one of our correspondents each issue.

We're very sorry, but due to the sheer amount of time which goes into making *STAR TREK Monthly* the best *Star Trek* magazine that we can, we cannot:

1) Make personal replies to your letters.
If your question is one many others are asking it will either be answered on these pages or, probably, in A Fistful of Data at some point. We will only respond to unsolicited contributions (articles only, no fiction please) if a stamped self-addressed envelope is included, and this may take time. You have been warned!
2) Send readers pictures published in *Star Trek Monthly*
3) Regrettably, publish pictures drawn by readers
4) Respond or help with theses, school projects, college projects or other work involving *Star Trek* as a subject for academic study, although we are of course always interested in hearing about such work.

That's the brutally frank part of this column over – on with your letters!

COLLECTIBLES, PLEASE

Congratulations on an excellent magazine – keep it up! I have some recommendations and a query. First of all the query: in *Star Trek: The Next Generation* I noticed that Chief O'Brien has two (gold) rank pins on his collar. However, in *ST:DS9* he only has one (blacked filled) pin. Was he demoted on his transfer?

Now for the recommendations... am I the only one who does not like the comic strip section of the magazine? Does it need to take up so much space? Also, is there any chance of any cover gifts with the magazine, like collectible postcards from the series perhaps?

Matthew Smith Leicester
e-mail: m.j.smith@student.lut.ac.uk

What rank is O'Brien this week, folks?

DEFENDING WOMEN DRIVERS

Please, please, please can everyone STOP saying that Troi crashed the *U.S.S. Enterprise NCC-1701-D*. She didn't. I mean, watch the film! The saucer was leaving orbit of the planet as she was 'driving' and the only reason it crashed is that the star drive section blew up behind it and forced it into the atmosphere. And no one is going to be able to sort that out. I mean think about it, you can't exactly slam on the brakes in outer space! In fact she did darn well – she landed it without anyone being dead didn't she?!

The reason it smashed through the trees is that it was going darn fast and I restate my point about brakes. I'm with Marina Sirtis on this one. So will everyone stop complaining!

Amanda 'Q' Dumble, Surrey, England

LONG TERM TREKKER

I've been a long-standing Trekker and reader of your magazine. Over the years I've developed an eye for detail for *Star Trek*. My findings are as follows...

1. In *Star Trek VI: The Undiscovered Country,* the president's

CONTACTING *STAR TREK* ACTORS

All letters to the cast of any of the four series should be addressed to the actor and the character which they play.

For the original series *Star Trek* cast write to *Lincoln Enterprises*, 14710 Arminta Street, Los Angeles, CA 91402, USA. (This organisation is run by Majel Barrett Roddenberry).

Letters to the cast of the other three series should be sent care of *Paramount Pictures Corp*, 5555 Melrose Ave, Hollywood, CA 90038/ 3197, USA.

Potential Script Writers: If you would like to write a script for *ST:DS9* or *ST:VOY*, you should write to: Lolita Fatjo, c/o Paramount Television, Hart Building 105, 5555 Melrose Ave., Los Angeles, CA90038, requesting submission guidelines. You must include a 9" x 11" (2.3 x 2.8cm) self-addressed stamped envelope (plus appropriate International Reply Coupons to cover postage). Allow 4-6 weeks for delivery. The package includes a *Paramount Pictures* release form. Samples of scripts, and writers' and directors' guidelines are *not* available.

Potential Novel Writers: Only *Pocket Books* in New York commission *Star Trek* novels. For a copy of the writers' guide, send your request, together with a large, stamped addressed envelope to: *Simon & Schuster* (*Star Trek* Writers' Guide), West Garden Place, Kendal Street, London W2 28Q. Once you have finished your draft to the guide's specifications, *Simon & Schuster* will forward it to America.

Titan Books do not commission new *Star Trek* fiction in any form.

FAN CLUBS AND CONVENTIONS

Under the terms of our agreements with *Paramount Pictures*, we are only able to publish details of licensed and non-profit making clubs and licensed conventions. *STAR TREK Monthly* accepts no responsibility for the accuracy of the information listed below, which is printed in good faith. We welcome submissions from local groups; please include a contact address and any regular meeting details. Any events were correct at time of going to press but we advise anyone interested in attending any activity to contact the organiser via the contact address for confirmation. **Always enclose a stamped, self-addressed envelope with any enquiry (for US clubs, enquire at the post office about International Reply Coupons).**

NATIONAL CLUBS

Star Trek: The Official Fan Club of the UK PO Box 355, Bushey, Watford WD2 2NA. Telephone (01923) 252900.

ACTOR FAN CLUBS

These clubs offer information on both actors' *Star Trek* work and their many other activities. Some, but not all, are sanctioned by the actor in question; where this is the case, we have noted this.

The Kate Mulgrew Appreciation Society c/o Michelle Green and Paul Anderson, 8114 Inverness Ridge Road, Potomac MD 20854 USA. E-mail: tigger@cais.com **or** thepooh@aol.com

office is *ST:TNG*'s Ten Forward!
2. Michelle Forbes (Ensign Ro) played Timicin's daughter in *ST:TNG*'s *Half a Life*. (The one that looked like Mini Mouse.)
3. Again in *STVI:TUC*, Kirk's quarters have a suspect looking *ST:TNG* replicator on the wall!
4. Is it just me, or does the video version of *STVI:TUC* have a 'Scooby-doo' ending with René Auberjonois' character?
5. In *Star Trek: Voyager*, the characters always moan about spending 70 years getting home. This could be cut short by 40 years in one of two ways: either by making for the Gamma Quadrant wormhole, or going to see the people from the centre of the galaxy (*ST: TNG: Nth Degree.*)
Jonathan White, Greenfaulds, Cumbernauld, Scotland
white@cqm.co.uk

Regarding* Star Trek: Voyager *and the use of the Gamma Quadrant wormhole, perhaps that might not be a 100% deal. They could get there to find that the thing had been collapsed or that someone had taken it over and wouldn't allow passage to Federation vessels.

Would you rather have a sure 70 year journey, or a potential 60 year journey that might end up being 150 years long?

Alternatively, the wormhole might have been destroyed by the Dominion by the time you reached it. Wouldn't you feel pretty stupid? I would.

ESPERANTO RULES, OK?

I write following a reference to Esperanto in an article about Klingon. It really is unfair to say that "Klingon is now spoken by more people than Esperanto..." Esperanto has a stable, wide-spread speech community of a million or so (estimates vary). Radio broadcasts are made in this planned language and a range of CDs and videos are available. Look on the Internet for Esperanto, then try Klingon. Good luck to the *Star Trek* fan who is studying Klingon, but she would use her time more fruitfully if she turned her attention to the one 'invented' language to outlive its inventor and to be in practical everyday use.
Martyn McClelland,
Secretary, Esperanto Association of Britain,
140 Holland Park Avenue, London W11 4UF

lta'pu'be'. naDev tlhlnganpu'tu'lu'!

FRACTURED READING

Thanks very much for keeping me sane – during six weeks of having to sit with my foot in the air after fracturing my ankle. (I wish suspended animation were real, to pass the time quicker).

I do enjoy the magazines and the interviews are just getting better! I look forward to reading all the titbits which are sometimes so hard to find out. I would love to hear from fellow Trekkers in the Dartford/Bexleyheath area – even to start a local group!

I love all aspects of *Star Trek* – especially costumes, make-up and art (I have a *Star Trek* bedroom painted by hand to prove it!!)
June Knowles, 21 Hillside Road, Crayford, Kent,
DA1 3NT (Full address printed by request)

Send us a picture, June. In the meantime, you're this month's model kit winner!

WHAT A CLEVER CAT

Whether or not Data's cat is male or female, it certainly is a most intelligent and skilful creature. When last seen before the emergency saucer separation in *Star Trek Generations*, Spot is in Data's quarters. It therefore must have understood the tannoy announcement, let itself out of its quarters, and made its way through the ship to the saucer section.

I am not quite sure of the exact location of Data's quarters, but I think it probably also had to use the turbo lift, or a Jeffries tube.

What a clever creature! I don't think my own cat – Q – could have managed all that.
Alex Langley, Portsmouth

You'd be surprised what a cat can do, Alex. My friend's cat Thomas speaks four languages, has a degree in genetics and makes the best toast you've ever tasted. Of course, he won't do it in front of you... I think you'll find Spot didn't really need to exert that much effort to keep himself safe, however, since Data's Quarters are on Deck 2 which, I think you will find, is in the saucer section itself.

COMPETITION WINNERS

***STAR TREK* EXHIBITION TICKETS**

The first British city to host *Star Trek* - The Exhibition was of course Edinburgh. The grand prize winner was Helen Knott of Selsey, Chichester, West Sussex, who will not only get a guided tour of the *Star Trek* exhibition but will be allowed to sit in the Captain's chair! The 10 winners of pairs of tickets for the exhibition were: Andrew J. Welburn, Hull; Paul M. Britter, Braintree, Essex; Glenn Cockburn, Great Clacton, Essex; Margaret Docherty, Glasgow, Scotland; D.M. Duggan, Whitstable, Kent; P.W. Gledhill, Hebdenbridge, West Yorkshire; A. James, Cathays, Cardiff; John Jefferies, Stanwell, Middlesex; Cathel Mackenzie, Muir Of Ord, Ross-shire, Scotland; and Ryan Thomas, Baglan, Port Talbot.

***REVISITATIONS* GRAPHIC NOVELS COMPETITION**

The 10 lucky winners were: Mrs Susan Doble, Harlow, Essex; Lloyd Ellis, Taunton, Somerset; Mrs. A. James, Cathays, Cardiff; Stephen Jones, Denbigh, Clwyd, N. Wales; R. G. Mannerings, Biddenden, Kent; Mr P.D. Myatt, Acocks Green, Birmingham; Leigh Phillips, Tonynefail, Perth, Mid Glamorgan, Scotland; Robert Preston, Kidderminster, Worcs.; P. M. Taylor, Holland-on-Sea, Essex; and Miss E.L. Ward, Fareham, Hampshire. The correct answer to our question – in which episode of the original series did Gary Seven first appear – was of course *Assignment: Earth*. Well done!

IN BRIEF...

We're still getting letters in response to Anwen Bullen and Elizabeth McNamara's letter about ***cats****. No more, please! However, to keep all you cat lovers happy, Monster, who plays the infamous feline, Spot, kindly consented to doing an interview for us this issue (after 5 pints of full cream milk and an extremely generous portion of fresh trout). More on him (and Brandy) in future issues.*

Were you at the ***Majel Barrett signing*** *at* Forbidden Planet, *London, last year? H. A. Brown of 63 Eden Grove, Stobhill, Morpeth, Northumberland, is looking for photographs taken of the first lady of* Star Trek *with her son Mark, who is wheelchair-bound. The photos were taken very early on in the event and a* Star Trek *fan out there may have been one of the photographers – or have a newspaper clipping using such a photograph. If anyone can help out, please contact Mrs Brown at the above address.*

In ***Issue 10, Majel Barrett update:*** *Majel is the voice of the Starfleet computer throughout* Star Trek *- so on* ST:DS9 *that means the Runabouts, the* U.S.S. Defiant, *and assorted imported Starfleet gear only. Judi Durand is the voice of DS9's native Cardassian station computer. Thanks to Larry Nemecek for pointing this out.*

In ***Issue 11 Review of the Year, pages 23 and 24****, we wrongly stated that the* U.S.S. Enterprise NCC-1701-A *was destroyed in* Star Trek III: The Search for Spock. *It was in fact the original* U.S.S. Enterprise *that bit the dust in this film. Says Paul Elston (New Moston, Manchester), along with several other readers. "I'm not the sort of person who sits there with a pad and pen, noting every little mistake, but because I enjoyed the article so much, I couldn't help but notice."*

Andrew Carr (Dartford, Kent) points out that in the same issue (which suffered from a few transposed captions, spotted by other readers, for which we apologise), on Page 27, the alternate future of All Good Things *features the re-fitted* U.S.S. Enterprise NCC-1701-D, *not the 'E', which has yet to appear – we'll just have to wait until the next* Star Trek *film!*

On Page 52, Yeoman Teresa Ross (Venita Wolf) dances with Trelane in The Squire of Gothos, *not Janice Rand* ■

NEXT ISSUE: THE CARDASSIANS

"Treason, like beauty, is in the eye of the beholder"

Garak, *Second Skin*

They're devious. They're evil. They're your best friend. They're your worst enemy...

There's simply no way to sum up the Cardassians, that alien race who laid to waste the planet Bajor, tortured Captain Picard, put Miles O'Brien on trial and committed genocide on a grand scale against several races. Now, these deadly warriors face the combined threats of the Klingons and the Dominion, their own space fleet all but wiped out, their empire barely holding together...

Join us next month as we discover whether or not the Cardassians can be friends or foe for the Federation... We catch up with **ANDREW ROBINSON** (Garak) and **PAUL DOOLEY** (Tain) to find out what's been happening inside the Cardassian Empire lately – and what the future holds for these most devious of humanoids...

THE OFFICIAL MONTHLY MAGAZINE - MAY 1996
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MY ENEMY, MY ALLY?
Star Trek's villainous Cardassians under the spotlight
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Andrew Robinson, Star Trek: Deep Space Nine's resident tailor, speaks out
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ALSO THIS ISSUE

- We talk exclusively to James L. Conway, director of ***Star Trek: Deep Space Nine*** - *The Way of the Warrior*

- Brock Peters talks about his role as Joseph Sisko
- Plus all the latest news, a terrific competition to win copies of the new *ST:DS9 Harbinger* game on CD-ROM, licensed convention news and much, much more!

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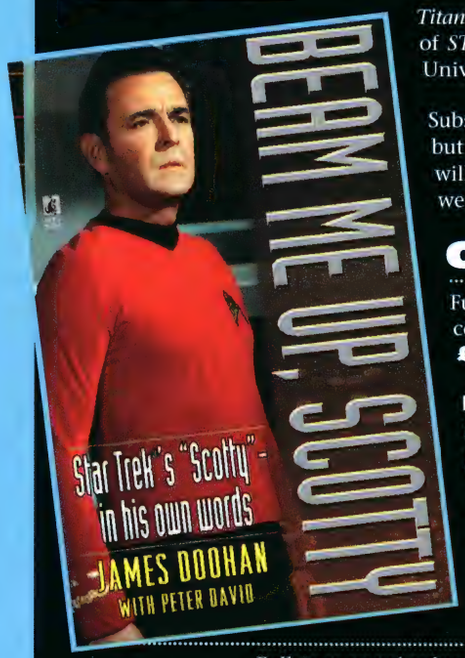

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Beam Me Up, Scotty, by James Doohan (*Simon & Schuster*, R.R.P. £8.99, large-format trade paperback, On Sale 3 June*)
The authorised autobiography of James Doohan, co-written by Peter David, presents a candid and witty account of Jimmy's memories of *Star Trek*, centring on the conflicts and problems which arose in the creation of the show.

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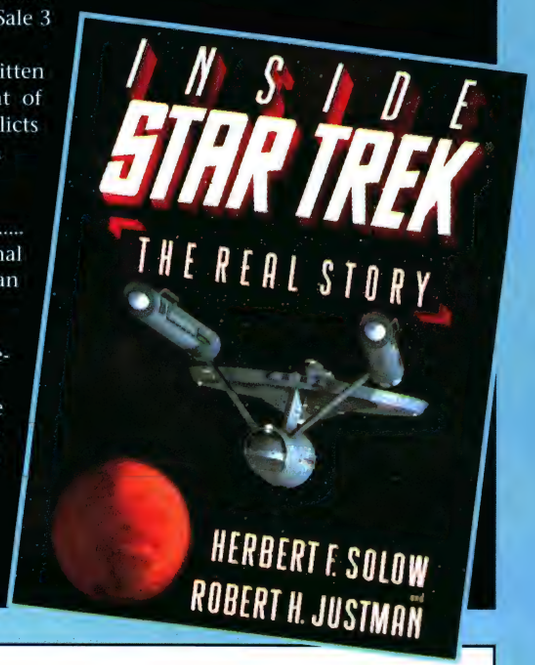

Inside Star Trek, by Bob Justman and Herb Solow (*Simon & Schuster*, R.R.P. £19.99, large-format hardback, On Sale 3 June*)
Written by two people with a more complete perspective on the creation of *Star Trek* than anyone alive - Justman, the line producer from the classic days of *Star Trek*, and Solow, an executive of the production company, *Desilu*, this high-quality hardback book presents the most complete guide to the series ever written.

**Please note that* STAR TREK Monthly *cannot assume responsibility for any changes which occur within the book schedule of* Simon & Schuster.

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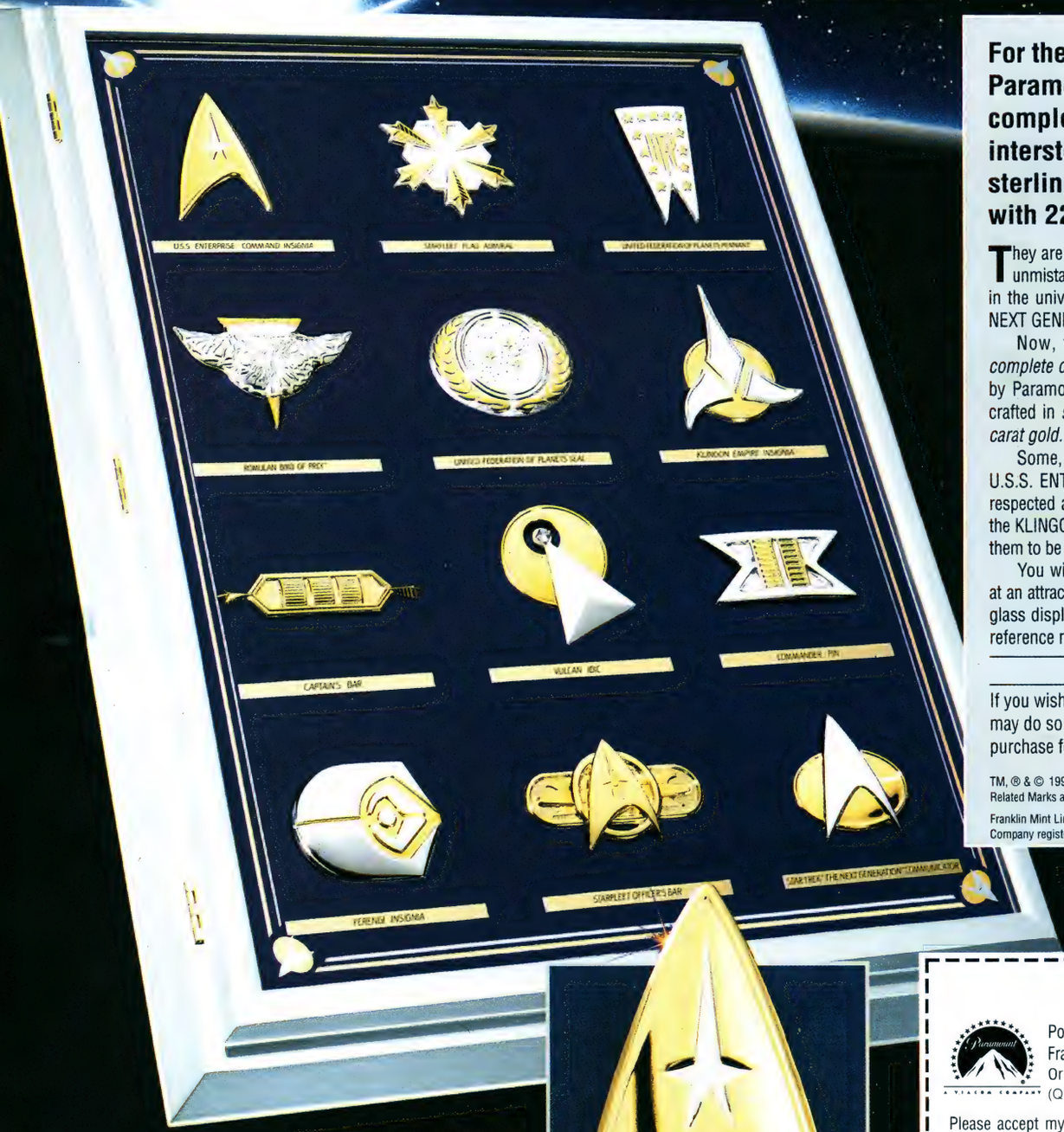

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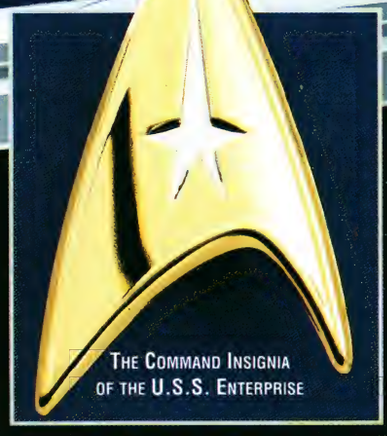

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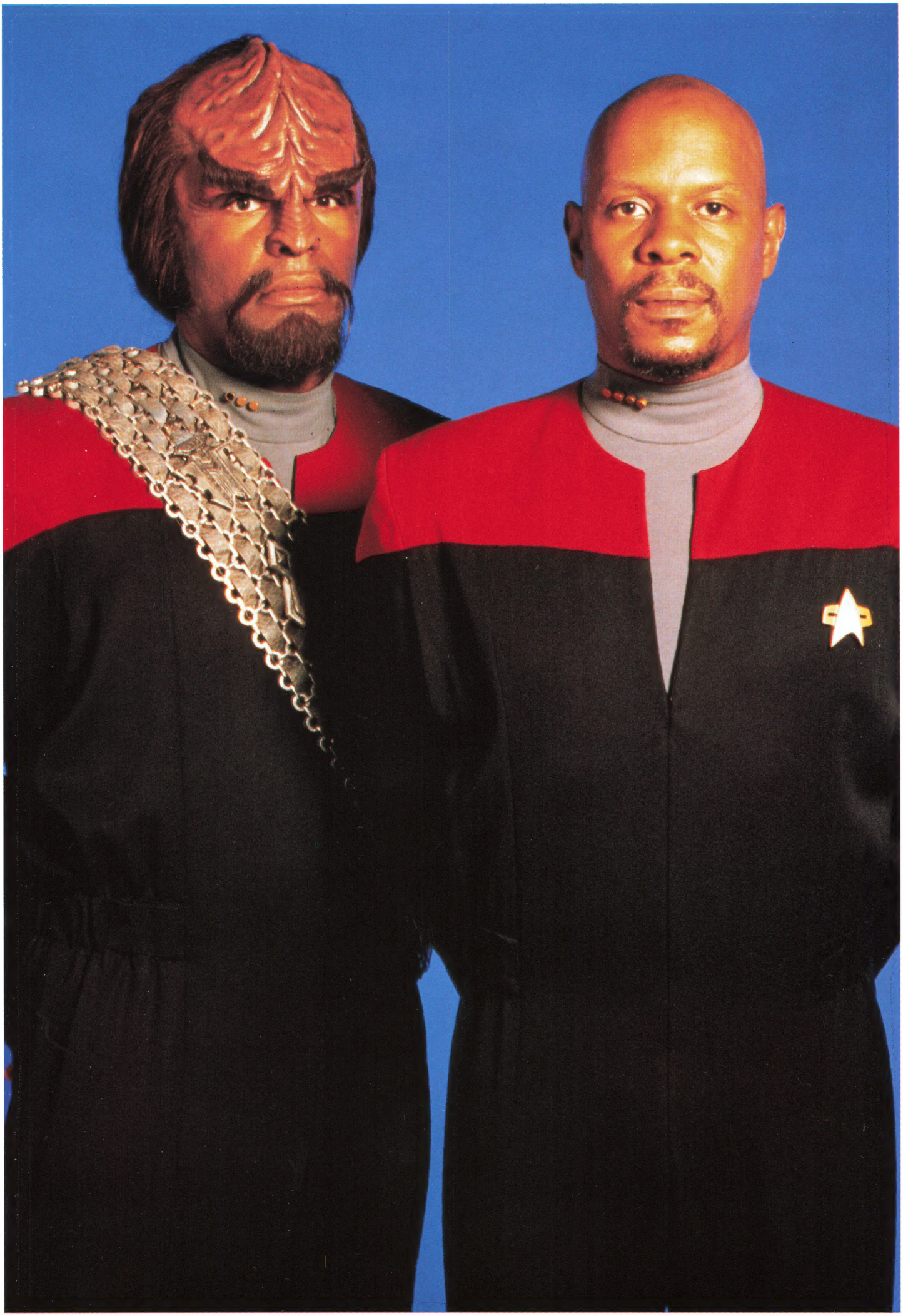

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scanned by J of Oz
edited by kitsunebi